

3 B B

Flying, lifelink
Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.
Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.
When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.

4/4

BACK FACE

Land

(Transforms from Aclazotz, Deepest Betrayal.)
 {T}: Add {B}.
 {2}{B}, {T}: Transform this land.
 Activate only if a player has one or fewer cards in hand and only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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{T}: Add {C}.
{T}: Add {W} or {B}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {B}.

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {B}.

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B

Instant

Destroy target creature with total power and toughness 5 or less.

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elas il-Kor, Sadistic Pilgrim WB Legendary Creature -- Phyrexian Kor Cleric Deathtouch Whenever another creature you control enters, you gain 1 life. Whenever another creature you control dies, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elas il-Kor, Sadistic Pilgrim WB Legendary Creature -- Phyrexian Kor Cleric Deathtouch Whenever another creature you control enters, you gain 1 life. Whenever another creature you control dies, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Glissa Sunslayer 1 B G Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glissa Sunslayer 1 B G Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glissa Sunslayer 1 B G Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go for the Throat 1 B Instant Destroy target nonartifact creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Go for the Throat 1 B Instant Destroy target nonartifact creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go for the Throat 1 B Instant Destroy target nonartifact creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hajar, Loyal Bodyguard R G Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hajar, Loyal Bodyguard R G Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Honest Rutstein 1 B G Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Honest Rutstein 1 B G Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Honest Rutstein 1 B G Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inti, Seneschal of the Sun 1 R Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Inti, Seneschal of the Sun 1 R Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inti, Seneschal of the Sun 1 R Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Loran of the Third Path 2W Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Balemurk 3BB Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Overlord of the Balemurk 3BB Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - Nakamura, Ryota - Standard (????????????????????????????????Japan Standard Cu

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Raucous Theater

Land -- Swamp Mountain

(**{T}**: Add **{B}** or **{R}**.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Cottage

Land

This land enters tapped.
{T}: Add {B} or {G}.
{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.
Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowy Backstreet

Land -- Plains Swamp

({{T}}: Add {{W}} or {{B}}.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

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Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Jolly Balloon Man (1)(R)(W)

Legendary Creature -- Human Clown

Haste
{1}, {T}: Create a token that's a copy of another target creature you control, except it's a 1/1 red Balloon creature in addition to its other colors and types and it has flying and haste. Sacrifice it at the beginning of the next end step. Activate only as a sorcery.

1/4

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1/4

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Legendary Creature -- Human Clown

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zoraline, Cosmos Caller (1)(W)(B) Legendary Creature -- Bat Cleric Flying, vigilance Whenever a Bat you control attacks, you gain 1 life. Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zoraline, Cosmos Caller (1)(W)(B) Legendary Creature -- Bat Cleric Flying, vigilance Whenever a Bat you control attacks, you gain 1 life. Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruelclaw's Heist B B Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doorkeeper Thrull 1 W Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ghost Vacuum ① Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran of the Third Path ② W Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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