Aclazotz, Deepest Betrayal {3}{B}{B}

Legendary Creature -- Bat God

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 - - -

Temple of the Dead

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

Caustic Bronco {1}{B}

Creature -- Snake Horse Mount

Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.
Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sangue - Standard (Brewers Cup I) sheet 1/10 - 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.

Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Courtyard

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Courtyard

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Courtyard

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Down (B)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eiganjo, Seat of the Empire

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat (1)(B)

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Graveyard Trespasser {2}{B}

Creature -- Human Werewolf

Ward--Discard a card.
Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

3/3

- - - BACK FACE - - -

Graveyard Glutton

Creature -- Werewolf

Ward--Discard a card.
Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

- - - BACK FACE - - -

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Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana of the Veil {1}{B}{B}

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana of the Veil {1}{B}{B}

Legendary Planeswalker -- Liliana

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[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrex

Land -- Sphere

{T}: Add {C}.
{T}: Add one mana of any color. Activate only if this land entered this turn.
{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Foundry

Land

{T}: Add {C}.
{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sangue - Standard (Brewers Cup I) sheet 4/10 - 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.

Mishra's Foundry

Land

{T}: Add {C}.
{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Fortress

Land

This land enters tapped.
{T}: Add {W} or {B}.
{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.
Whenever this land attacks, defending player loses 2 life and you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Fortress

Land

This land enters tapped.
{T}: Add {W} or {B}.
{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.
Whenever this land attacks, defending player loses 2 life and you gain 2 life.

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

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

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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

Shattered Sanctum

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorin the Mirthless (2)(B)(B)

Legendary Planeswalker -- Sorin

[+1]: Look at the top card of your library. You may reveal that card and put it into your hand. If you do, you lose life equal to its mana value.
[-2]: Create a 2/3 black Vampire creature token with flying and lifelink.
[-7]: Sorin deals 13 damage to any target. You gain 13 life.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sangue - Standard (Brewers Cup I) 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.

Tenacious Underdog {1}{B}

Creature -- Human Warrior

Blitz--{2}{B}{B}, Pay 2 life. (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)
You may cast this card from your graveyard using its blitz ability.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Warrior

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You may cast this card from your graveyard using its blitz ability.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wandering Emperor {2}{W}{W}

Legendary Planeswalker

Flash
As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.
[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.
[-1]: Create a 2/2 white Samurai creature token with vigilance.
[-2]: Exile target tapped creature. You gain 2 life.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Planeswalker

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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.
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[-2]: Exile target tapped creature. You gain 2 life.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virtue of Loyalty {3}{W}{W}

Enchantment

At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.

- - - ADVENTURE - - -

Ardenvale Fealty {1}{W}

Instant -- Adventure

Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virtue of Loyalty {3}{W}{W}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sangue - Standard (Brewers Cup I) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Wedding Announcement {2}{W}

Enchantment

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

- - - BACK FACE - - -

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wedding Announcement {2}{W}

Enchantment

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

- - - BACK FACE - - -

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- - - BACK FACE - - -

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- - - BACK FACE - - -

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Down {B}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Depopulate {2}{W}{W}

Sorcery

Each player who controls a multicolored creature draws a card. Then destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legions to Ashes {1}{W}{B}

Sorcery

Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legions to Ashes {1}{W}{B}

Sorcery

Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sangue - Standard (Brewers Cup I) sheet 8/10 - 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.

Liliana of the Veil {1}{B}{B}

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

[sideboard]

L 3

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

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

Path of Peril {1}{B}{B}

Sorcery

Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Destroy all creatures [with mana value 2 or less].

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path of Peril {1}{B}{B}

Sorcery

Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Destroy all creatures [with mana value 2 or less].

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred {3}{B}{B}

Legendary Creature -- Phyrexian Praetor

Menace
When Sheoldred enters, each opponent sacrifices a nontoken creature or planeswalker of their choice.
{4}{B}: Exile Sheoldred, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery and only if an opponent has eight or more cards in their graveyard.

[sideboard]

4/5

- - - BACK FACE - - -

The True Scriptures

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- For each opponent, destroy up to one target creature or planeswalker that player controls.
II -- Each opponent discards three cards, then mills three cards.
III -- Put all creature cards from all graveyards onto the battlefield under your control. Exile this Saga, then return it to the battlefield (front face up).

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown {1}{W}{W}

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown {1}{W}{W}

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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Tocasia's Welcome {2}{W}

Enchantment

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unlicensed Hearse {2}

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virtue of Loyalty {3}{W}{W}

Enchantment

At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.

[sideboard]

- - - ADVENTURE - - -

Ardenvale Fealty {1}{W}

Instant -- Adventure

Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sangue - Standard (Brewers Cup I) sheet 10/10 - 3 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.