

<div>Aclazotz, Deepest Betrayal</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Aclazotz, Deepest Betrayal</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Caustic Bronco1B</div> <div>Creature -- Snake Horse Mount</div> <div>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.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Caustic Bronco1B</div> <div>Creature -- Snake Horse Mount</div> <div>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.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Caustic Bronco1B</div> <div>Creature -- Snake Horse Mount</div> <div>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.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div> <div> Deep-Cavern Bat <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Bat</div> <div> <div>Flying, lifelink</div> <div>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Deep-Cavern Bat <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Bat</div> <div> <div>Flying, lifelink</div> <div>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Duress <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Duress <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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<div><div><div>Go for the Throat</div><div>①①B</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Go for the Throat</div><div>①①B</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Go for the Throat</div><div>①①B</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Go for the Throat</div><div>①①B</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div><div>Graveyard Trespasser</div><div>②②B</div></div><div><div>Creature -- Human Werewolf</div><div>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.)</div></div></div> <div><div>3/3</div></div> <div><div>----- BACK FACE -----</div><div><div><div>Graveyard Glutton</div><div>Creature -- Werewolf</div></div><div><div>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.)</div></div></div><div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Graveyard Trespasser</div><div>②②B</div></div><div><div>Creature -- Human Werewolf</div><div>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.)</div></div></div> <div><div>3/3</div></div> <div><div>----- BACK FACE -----</div><div><div><div>Graveyard Glutton</div><div>Creature -- Werewolf</div></div><div><div>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.)</div></div></div><div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Graveyard Trespasser</div><div>②②B</div></div><div><div>Creature -- Human Werewolf</div><div>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.)</div></div></div> <div><div>3/3</div></div> <div><div>----- BACK FACE -----</div><div><div><div>Graveyard Glutton</div><div>Creature -- Werewolf</div></div><div><div>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.)</div></div></div><div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Legions to Ashes</div><div>①①W①B</div></div><div><div>Sorcery</div><div>Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div> <div>Loran of the Third Path (2)(W)</div> <div> <div>Legendary Creature -- Human Artificer</div> <div> <div>Vigilance</div> <div>When Loran enters, destroy up to one target artifact or enchantment.</div> <div>{T}: You and target opponent each draw a card.</div> </div> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Mirrex</div> <div> <div>Land -- Sphere</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>Activate only if this land entered this turn.</div> <div>{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.)</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Plains</div> <div> <div>Basic Land -- Plains</div> <div> <div>{T}: Add {W}.</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Plains</div> <div> <div>Basic Land -- Plains</div> <div> <div>{T}: Add {W}.</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Preacher of the Schism (2)(B)</div> <div> <div>Creature -- Vampire Cleric</div> <div> <div>Deathtouch</div> <div>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</div> <div>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> </div> </div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Preacher of the Schism (2)(B)</div> <div> <div>Creature -- Vampire Cleric</div> <div> <div>Deathtouch</div> <div>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</div> <div>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> </div> </div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Restless Fortress</div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {B}.</div> <div>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</div> <div>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Restless Fortress</div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {B}.</div> <div>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</div> <div>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - Angry_chicken - Standard (Standard Challenge 32)

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.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sorin the Mirthless 2BB</div><div>Legendary Planeswalker -- Sorin</div><div>[+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.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Wandering Emperor 2WW</div> <div>Legendary Planeswalker</div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Wandering Emperor 2WW</div> <div>Legendary Planeswalker</div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>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.</div><div>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>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.</div><div>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>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.</div><div>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>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.</div><div>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div><div>[sideboard]</div></div><div>----- OTHER FACE -----</div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hostile Investigator</div><div>3B</div></div><div>Creature -- Ogre Rogue Detective</div><div>When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hostile Investigator</div><div>3B</div></div><div>Creature -- Ogre Rogue Detective</div><div>When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Kutzil's Flanker</div><div>2W</div></div><div>Creature -- Cat Warrior</div><div>Flash When this creature enters, choose one -- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard.</div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

① W B

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

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

[+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

① B B

[+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

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②③

Vigilance
When Loran enters, destroy up to one target artifact or enchantment.
{T}: You and target opponent each draw a card.

2/1

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① B B

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].

WB

WB

Destroy all nonland permanents with mana value 1 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

WB

WB

Destroy all nonland permanents with mana value 1 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

① W W

① W W

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

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① W W

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

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②③

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

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②

{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

* / *

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