

Aclazotz, Deepest Betrayal

Card

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Analyze the Pollen G

Sorcery

As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.

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Blooming Marsh

Land

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

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Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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<div> Caustic Bronco <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Snake Horse Mount </div> <div> <p>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.</p> <p>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.)</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Caustic Bronco <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Snake Horse Mount </div> <div> <p>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.</p> <p>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.)</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Caustic Bronco <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Snake Horse Mount </div> <div> <p>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.</p> <p>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.)</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Caustic Bronco <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Snake Horse Mount </div> <div> <p>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.</p> <p>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.)</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Cut Down <div> <div>B</div> </div> </div> <div> Instant </div> <div> <p>Destroy target creature with total power and toughness 5 or less.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Cut Down <div> <div>B</div> </div> </div> <div> Instant </div> <div> <p>Destroy target creature with total power and toughness 5 or less.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Cut Down <div> <div>B</div> </div> </div> <div> Instant </div> <div> <p>Destroy target creature with total power and toughness 5 or less.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Deathcap Glade </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {B} or {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Deathcap Glade <hr/> Land <hr/> This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.	Deathcap Glade <hr/> Land <hr/> This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.	Deathcap Glade <hr/> Land <hr/> This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.	Duress B <hr/> Sorcery <hr/> 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	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - _ruda_ - Standard (Standard Challenge 32) 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.

Harvester of Misery ③②② Creature -- Spirit <hr/> Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. <div>L 5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Kaervek, the Punisher ①②② Legendary Creature -- Human Warlock <hr/> Whenever you commit a crime, exile up to one target black card from your graveyard and copy it. You may cast the copy. If you do, you lose 2 life. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime. Copies of permanent spells become tokens.) <div>L 3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Kaervek, the Punisher ①②② Legendary Creature -- Human Warlock <hr/> Whenever you commit a crime, exile up to one target black card from your graveyard and copy it. You may cast the copy. If you do, you lose 2 life. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime. Copies of permanent spells become tokens.) <div>L 3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Liliana of the Veil ①②② Legendary Planeswalker -- Liliana <hr/> [+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. <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Liliana of the Veil ①②② Legendary Planeswalker -- Liliana <hr/> [+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. <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Llanowar Wastes Land <hr/> {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Llanowar Wastes Land <hr/> {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Llanowar Wastes Land <hr/> {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mosswood Dreadknight</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mosswood Dreadknight</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mosswood Dreadknight</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Playtest cards - _ruda_ - Standard (Standard Challenge 32)

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

Restless Cottage <hr/> Land <hr/> <p>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.</p>	Restless Cottage <hr/> Land <hr/> <p>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.</p>	Sheoldred, the Apocalypse 2B B <hr/> Legendary Creature -- Phyrexian Praetor <hr/> <p>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</p>	Sheoldred, the Apocalypse 2B B <hr/> Legendary Creature -- Phyrexian Praetor <hr/> <p>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</p>
Shoot the Sheriff 1B <hr/> Instant <hr/> <p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p>	Sorin the Mirthless 2B B <hr/> Legendary Planeswalker -- Sorin <hr/> <p>[+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.</p>	Swamp <hr/> Basic Land -- Swamp <hr/> <p>({T}: Add {B}.)</p>	Swamp <hr/> Basic Land -- Swamp <hr/> <p>({T}: Add {B}.)</p>
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

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

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.

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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.

[sidebar]

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Gix's Command

3 B B

Sorcery

Choose two --

- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- * Destroy each creature with power 2 or less.
- * Return up to two creature cards from your graveyard to your hand.
- * Each opponent sacrifices a creature with the greatest power among creatures they control.

[sidebar]

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Sorcery

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[sideboard]

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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

<div> Liliana of the Veil 1BB </div> <div> Legendary Planeswalker -- Liliana </div> <div> <p>[+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.</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Path of Peril 1BB </div> <div> Sorcery </div> <div> <p>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].</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Path of Peril 1BB </div> <div> Sorcery </div> <div> <p>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].</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Path of Peril 1BB </div> <div> Sorcery </div> <div> <p>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].</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Tear Asunder 1G </div> <div> Instant </div> <div> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Tear Asunder 1G </div> <div> Instant </div> <div> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Tranquil Frillback 2G </div> <div> Creature -- Dinosaur </div> <div> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Tranquil Frillback 2G </div> <div> Creature -- Dinosaur </div> <div> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

2 G

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- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

3/3

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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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②

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Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.

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