

## Aclazotz, Deepest Betrayal

Card

- - - OTHER FACE - - -

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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## Caustic Broncho

① ②

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**

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| <div> <b>Caustic Bronco</b> <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> <b>Caustic Bronco</b> <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> <b>Cut Down</b> <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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                 | <div> <b>Cut Down</b> <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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Cut Down</b> <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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                    | <div> <b>Duress</b> <div> <div>B</div> </div> </div> <div>           Sorcery         </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                    | <div> <b>Duress</b> <div> <div>B</div> </div> </div> <div>           Sorcery         </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div> <p>{T}: Add {G}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                    |

## Forest

Basic Land -- Forest

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

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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.

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## Glissa Sunslayer

① ② ③

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

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3/3

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## Go for the Throat

1 B

Instant

Destroy target nonartifact creature.

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| <b>Hostile Investigator</b> ③③<br>Creature -- Ogre Rogue Detective<br>When this creature enters, target opponent discards a card.<br>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.")<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hostile Investigator</b> ③③<br>Creature -- Ogre Rogue Detective<br>When this creature enters, target opponent discards a card.<br>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.")<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kaervek, the Punisher</b> ①③③<br>Legendary Creature -- Human Warlock<br>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.)<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kaervek, the Punisher</b> ①③③<br>Legendary Creature -- Human Warlock<br>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.)<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Liliana of the Veil</b> ①③③<br>Legendary Planeswalker -- Liliana<br>[+1]: Each player discards a card.<br>[-2]: Target player sacrifices a creature.<br>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                          | <b>Liliana of the Veil</b> ①③③<br>Legendary Planeswalker -- Liliana<br>[+1]: Each player discards a card.<br>[-2]: Target player sacrifices a creature.<br>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                          | <b>Liliana of the Veil</b> ①③③<br>Legendary Planeswalker -- Liliana<br>[+1]: Each player discards a card.<br>[-2]: Target player sacrifices a creature.<br>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                 | <b>Llanowar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                              |

Playtest cards - ARCl1 - 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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                              | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                              | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                | <div>Mirrex</div> <div>Land -- Sphere</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Activate only if this land entered this turn.<br/>{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                             |
| <div>Mishra's Foundry</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Mishra's Foundry</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Mosswood Dreadknight ①⑥</div> <div>Creature -- Human Knight</div> <div>Trample<br/>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 ①⑧</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 ①⑥</div> <div>Creature -- Human Knight</div> <div>Trample<br/>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 ①⑧</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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| <div><div><div>Mosswood Dreadknight</div><div>①⑥</div></div><div>Creature -- Human Knight</div><div>Trample<br/>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><div>Dread Whispers</div><div>①③</div></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 PLAYbotbox.dev</div></div> | <div><div><div>Mosswood Dreadknight</div><div>①⑥</div></div><div>Creature -- Human Knight</div><div>Trample<br/>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><div>Dread Whispers</div><div>①③</div></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 PLAYbotbox.dev</div></div> | <div><div><div>Preacher of the Schism</div><div>②③</div></div><div>Creature -- Vampire Cleric</div><div>Deathtouch<br/>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.<br/>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>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Preacher of the Schism</div><div>②③</div></div><div>Creature -- Vampire Cleric</div><div>Deathtouch<br/>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.<br/>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>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Restless Cottage</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Restless Cottage</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Restless Cottage</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div><div>Restless Cottage</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               |

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| <div><div><div>Sheoldred, the Apocalypse</div><div>2BB</div></div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sheoldred, the Apocalypse</div><div>2BB</div></div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Virtue of Persistence5BB</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div><div>-----ADVENTURE-----</div><div><div><div>Lothwain Scorn1B</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div><div>[sideboard]</div></div><div>-----OTHER FACE-----</div><div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                               | <div><div><div>Anoint with Affliction1B</div><div>Instant</div><div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div><div>DuressB</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div><div>DuressB</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       |

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| <div> <b>Gix's Command</b> <span>3</span><span>B</span><span>B</span> </div> <div>Sorcery</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</li> <li>* Destroy each creature with power 2 or less.</li> <li>* Return up to two creature cards from your graveyard to your hand.</li> <li>* Each opponent sacrifices a creature with the greatest power among creatures they control.</li> </ul> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                               | <div> <b>Harvester of Misery</b> <span>3</span><span>B</span><span>B</span> </div> <div>Creature -- Spirit</div> <div> <p>Menace</p> <p>When this creature enters, other creatures get -2/-2 until end of turn.</p> <p>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                             | <div> <b>Malicious Eclipse</b> <span>1</span><span>B</span><span>B</span> </div> <div>Sorcery</div> <div> <p>All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                              | <div> <b>Malicious Eclipse</b> <span>1</span><span>B</span><span>B</span> </div> <div>Sorcery</div> <div> <p>All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                 |
| <div> <b>Nissa, Ascended Animist</b> <span>3</span><span>G</span><span>G</span><span>GP</span><span>GP</span> </div> <div>Legendary Planeswalker -- Nissa</div> <div> <p>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.</p> <p>[-1]: Destroy target artifact or enchantment.</p> <p>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</p> <p>[sideboard]</p> </div> <div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Obstinate Baloth</b> <span>2</span><span>G</span><span>G</span> </div> <div>Creature -- Beast</div> <div> <p>When this creature enters, you gain 4 life.</p> <p>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Obstinate Baloth</b> <span>2</span><span>G</span><span>G</span> </div> <div>Creature -- Beast</div> <div> <p>When this creature enters, you gain 4 life.</p> <p>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Tear Asunder</b> <span>1</span><span>G</span> </div> <div>Instant</div> <div> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</p> <p>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 PLAYbotbox.dev</div> </div> |

**Playtest cards - ARCLl - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Tear Asunder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tranquil Frillback</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>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 --</div> <div> <div>* Destroy target artifact or enchantment.</div> <div>* Exile target player's graveyard.</div> <div>* You gain 4 life.</div> </div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tranquil Frillback</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>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 --</div> <div> <div>* Destroy target artifact or enchantment.</div> <div>* Exile target player's graveyard.</div> <div>* You gain 4 life.</div> </div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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