

<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>1/1</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>1/1</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>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Deep-Cavern Bat <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Bat </div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Deep-Cavern Bat 1B Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat 1B Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat 1B Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 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
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	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	Gix, Yawgmoth Praetor 1BB Legendary Creature -- Phyrexian Praetor Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card. {4}{B}{B}{B}, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gix, Yawgmoth Praetor 1BB Legendary Creature -- Phyrexian Praetor Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card. {4}{B}{B}{B}, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<p>Gix, Yawmoth Praetor (1)(B)(B)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card.</p> <p>{4}{B}{B}{B}, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Go for the Throat (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Go for the Throat (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Go for the Throat (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Go for the Throat (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Graveyard Trespasser (2)(B)</p> <p>Creature -- Human Werewolf</p> <p>Ward--Discard a card.</p> <p>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.</p> <p>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> <p>3/3</p> <p>----- BACK FACE -----</p> <p>Graveyard Glutton</p> <p>Creature -- Werewolf</p> <p>Ward--Discard a card.</p> <p>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.</p> <p>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Graveyard Trespasser (2)(B)</p> <p>Creature -- Human Werewolf</p> <p>Ward--Discard a card.</p> <p>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.</p> <p>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> <p>3/3</p> <p>----- BACK FACE -----</p> <p>Graveyard Glutton</p> <p>Creature -- Werewolf</p> <p>Ward--Discard a card.</p> <p>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.</p> <p>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Graveyard Trespasser (2)(B)</p> <p>Creature -- Human Werewolf</p> <p>Ward--Discard a card.</p> <p>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.</p> <p>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> <p>3/3</p> <p>----- BACK FACE -----</p> <p>Graveyard Glutton</p> <p>Creature -- Werewolf</p> <p>Ward--Discard a card.</p> <p>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.</p> <p>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - gimmeblood - 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 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Hostile Investigator</div><div><div>3</div><div>B</div></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><div>4/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hostile Investigator</div><div><div>3</div><div>B</div></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><div>4/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Liliana of the Veil</div><div><div>1</div><div>B</div><div>B</div></div></div><div>Legendary Planeswalker -- Liliana</div><div>[+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><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Liliana of the Veil</div><div><div>1</div><div>B</div><div>B</div></div></div><div>Legendary Planeswalker -- Liliana</div><div>[+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><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Mirrex

Land - - Sphere

{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered this turn.
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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.

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 {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

Preacher of the Schism (2)(B)

Creature -- Vampire Cleric

Deathtouch
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.
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.

2/4

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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.
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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred, the Apocalypse (2)(B)(B)

Legendary Creature -- Phyrexian Praetor

```
Deathtouch
Whenever you draw a card, you gain 2
life.
Whenever an opponent draws a card,
they lose 2 life.
```

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - gimmeblood - Standard (Standard Challenge 32)

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

<div><div><div>Sheoldred, the Apocalypse</div><div>2BB</div></div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch Whenever you draw a card, you gain 2 life. 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>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><div>Swamp</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>Aclazotz, Deepest Betrayal</div> <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div>Aclazotz, Deepest Betrayal</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Aclazotz, Deepest Betrayal</div> <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div>Aclazotz, Deepest Betrayal</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Duress</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Gix's Command</div> <div>Sorcery</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Gix's Command</div><div><div>3</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hostile Investigator</div><div><div>3</div><div>B</div></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><div>4/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hostile Investigator</div><div><div>3</div><div>B</div></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><div>4/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Liliana of the Veil</div><div><div>1</div><div>B</div><div>B</div></div></div><div>Legendary Planeswalker -- Liliana</div><div>[+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><div>[sideboard]</div><div><div>L 3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Path of Peril</div><div><div>1</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>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].</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Path of Peril</div><div><div>1</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>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].</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Path of Peril</div><div><div>1</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>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].</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sheoldred, the Apocalypse</div><div><div>2</div><div>B</div><div>B</div></div></div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</div><div>[sideboard]</div><div><div>4/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

Sorin the Mirthless ②B③

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.

[sideboard]

L 4

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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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]

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Playtest cards - gimmeblood - 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 10/10 - 3 cards - 2.5 x 3.5 in each