

<div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div></div><div><div>----- OTHER FACE -----</div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Analyze the Pollen</div><div>Sorcery</div></div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Analyze the Pollen</div><div>Sorcery</div></div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Bitter Triumph</div><div>Instant</div></div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div><div>Blooming Marsh</div><div>Land</div></div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Blooming Marsh</div><div>Land</div></div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Blooming Marsh</div><div>Land</div></div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div></div><div>{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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Deathcap Glade</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deathcap Glade</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deathcap Glade</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deathcap Glade</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Deep-Cavern Bat</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Deep-Cavern Bat</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Deep-Cavern Bat</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Deep-Cavern Bat</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Duress</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Gix's Command</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Choose two --</div> <div>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</div> <div>* Destroy each creature with power 2 or less.</div> <div>* Return up to two creature cards from your graveyard to your hand.</div> <div>* Each opponent sacrifices a creature with the greatest power among creatures they control.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - Applechips - Standard (Standard League)

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

Gix's Command (3)(B)(B) <hr/> Sorcery <hr/> 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>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Gix, Yawgmoth Praetor (1)(B)(B) <hr/> Legendary Creature -- Phyrexian Praetor <hr/> 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. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Gix, Yawgmoth Praetor (1)(B)(B) <hr/> Legendary Creature -- Phyrexian Praetor <hr/> 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. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Gix, Yawgmoth Praetor (1)(B)(B) <hr/> Legendary Creature -- Phyrexian Praetor <hr/> 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. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Glissa Sunslayer (1)(B)(G) <hr/> Legendary Creature -- Phyrexian Zombie Elf <hr/> 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. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Glissa Sunslayer (1)(B)(G) <hr/> Legendary Creature -- Phyrexian Zombie Elf <hr/> 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. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Glissa Sunslayer (1)(B)(G) <hr/> Legendary Creature -- Phyrexian Zombie Elf <hr/> 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. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Go for the Throat (1)(B) <hr/> Instant <hr/> Destroy target nonartifact creature. <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - Applechips - Standard (Standard League)

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

<div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Liliana of the Veil</div><div><div>1</div><div>B</div><div>B</div></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><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Llanowar Wastes</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Llanowar Wastes</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Llanowar Wastes</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Llanowar Wastes</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Long Goodbye</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Long Goodbye</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

Mosswood Dreadknight ①⑥ <hr/> Creature -- Human Knight <hr/> Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. <div>3/2</div> <hr/> Dread Whispers ①B <hr/> Sorcery -- Adventure <hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mosswood Dreadknight ①⑥ <hr/> Creature -- Human Knight <hr/> Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. <div>3/2</div> <hr/> Dread Whispers ①B <hr/> Sorcery -- Adventure <hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mosswood Dreadknight ①⑥ <hr/> Creature -- Human Knight <hr/> Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. <div>3/2</div> <hr/> Dread Whispers ①B <hr/> Sorcery -- Adventure <hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mosswood Dreadknight ①⑥ <hr/> Creature -- Human Knight <hr/> Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. <div>3/2</div> <hr/> Dread Whispers ①B <hr/> Sorcery -- Adventure <hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nissa, Ascended Animist ③⑥⑥GP GP <hr/> Legendary Planeswalker -- Nissa <hr/> 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.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample. <div>L 7</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Cottage <hr/> Land <hr/> 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. <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Cottage <hr/> Land <hr/> 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. <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Cottage <hr/> Land <hr/> 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. <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Applechips - Standard (Standard League)

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

<div> <div>Restless Cottage</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> </div> <div> <div>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sentinel of Lost Lore ①⑥⑥</div> <div>Creature -- Elf Knight</div> <div> <p>When this creature enters, choose one or more --</p> <p>* Return target card you own in exile that has an Adventure to your hand.</p> <p>* Put target card you don't own in exile that has an Adventure on the bottom of its owner's library.</p> <p>* Exile target player's graveyard.</p> </div> <div> <div>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sheoldred, the Apocalypse ②③③</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sheoldred, the Apocalypse ②③③</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Sheoldred, the Apocalypse ②③③</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.)</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.)</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.)</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - Applechips - Standard (Standard League)

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 7/10 - 8 cards - 2.5 x 3.5 in each

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

① ②

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

Creature -- Dinosaur

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Swamp Forest

(**{T}**: Add **{B}** or **{G}**.)
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

B

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Sorcery

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Sorcery

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Creature -- Ogre Rogue Detective

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.")

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

<div> Hostile Investigator 3BB </div> <div> Creature -- Ogre Rogue Detective </div> <div> <p>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.")</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev</div> </div>
<div> Phyrexian Arena 1BB </div> <div> Enchantment </div> <div> <p>At the beginning of your upkeep, you draw a card and you lose 1 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Pick Your Poison G </div> <div> Sorcery </div> <div> <p>Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Pick Your Poison G </div> <div> Sorcery </div> <div> <p>Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sentinel of Lost Lore 1GG </div> <div> Creature -- Elf Knight </div> <div> <p>When this creature enters, choose one or more -- * Return target card you own in exile that has an Adventure to your hand. * Put target card you don't own in exile that has an Adventure on the bottom of its owner's library. * Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Sword of Once and Future ③

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from blue and from black. Whenever equipped creature deals combat damage to a player, surveil 2. Then you may cast an instant or sorcery spell with mana value 2 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Frillback ②⑥

Creature -- Dinosaur

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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Frillback ②⑥

Creature -- Dinosaur

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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Applechips - Standard (Standard League)

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