

<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 PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Analyze the Pollen</div><div>Sorcery</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Analyze the Pollen</div><div>Sorcery</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Bitter Triumph</div><div>Instant</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Blooming Marsh</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blooming Marsh</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blooming Marsh</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blooming Marsh</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div><p>{T}: Add {G}.</p><p>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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Cavern of Souls</div><div>Land</div><div><p>As this land enters, choose a creature type.</p><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Cavern of Souls</div><div>Land</div><div><p>As this land enters, choose a creature type.</p><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Cut Down<div>B</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>
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Land

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Creature -- Bat

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bat

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bat

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Creature -- Bat

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Sorcery

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Basic Land -- Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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3 B B

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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3 B B

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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①BB

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

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① B B

Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card.

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

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3/3

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① ② ③

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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1 B G

First strike, death touch
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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1 B G

First strike, deathtouch
Whenever Glissa Sunslayer deals
combat damage to a player, choose
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- * You draw a card and lose 1 life.
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3/3

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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.

<div><div><div>Go for the Throat</div><div>①B</div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Go for the Throat</div><div>①B</div></div><div>Instant</div><div>Destroy target nonartifact creature.</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>①BB</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>L3</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>①BB</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>L3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Long Goodbye</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered. (This includes by the ward ability.)</p> <p>Destroy target creature or planeswalker with mana value 3 or less.</p> </div> <div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div> <div>Dread Whispers</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery -- Adventure</div> <div> <p>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Long Goodbye</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered. (This includes by the ward ability.)</p> <p>Destroy target creature or planeswalker with mana value 3 or less.</p> </div> <div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div> <div>Dread Whispers</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery -- Adventure</div> <div> <p>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Mosswood Dreadknight</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Human Knight</div> <div> <p>Trample</p> <p>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</p> </div> <div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div> <div>Dread Whispers</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery -- Adventure</div> <div> <p>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Mosswood Dreadknight</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Human Knight</div> <div> <p>Trample</p> <p>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</p> </div> <div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div> <div>Dread Whispers</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery -- Adventure</div> <div> <p>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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Playtest cards - Applechips - Standard (Standard League)

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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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sentinel of Lost Lore 1GG</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Sheoldred, the Apocalypse 2BB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sheoldred, the Apocalypse 2BB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sheoldred, the Apocalypse 2BB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.</p> </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>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tranquil Frillback</div> <div>26</div> <div>Creature -- Dinosaur</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 -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Cut Down</div> <div>B</div> <div>Instant</div> <div>Destroy target creature with total power and toughness 5 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cut Down</div> <div>B</div> <div>Instant</div> <div>Destroy target creature with total power and toughness 5 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Duress</div> <div>B</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>Duress</div> <div>B</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>

Hostile Investigator (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] <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hostile Investigator (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] <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path of Peril (1)(B)(B) Sorcery 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]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path of Peril (1)(B)(B) Sorcery 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]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Path of Peril (1)(B)(B) Sorcery 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]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison (6) Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison (6) Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of Lost Lore (1)(G)(G) Creature -- Elf Knight 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. [sideboard] <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

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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

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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