

## Aclazotz, Deepest Betrayal

Card

- - - OTHER FACE - - -

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Beza, the Bounding Spring (2)(W)(W)

Legendary Creature -- Elemental Elk

When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.

4/5

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## Caves of Koilos

Land

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{T}: Add {C}.
{T}: Add {W} or {B}. This land deals
1 damage to you.
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### Playtest cards - Sapoia - Standard (Standard League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                      |
| <div> <div> <div>Cut Down</div> <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>            | <div> <div> <div>Cut Down</div> <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>            | <div> <div> <div>Cut Down</div> <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>            | <div> <div> <div>Deep-Cavern Bat</div> <div>(1)(B)</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</div> <div>botbox.dev</div> </div> </div> </div> |

# Playtest cards - Sapoa - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Deep-Cavern Bat</b> <span>1</span> <span>B</span><br><hr/> Creature -- Bat<br><hr/> Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Deep-Cavern Bat</b> <span>1</span> <span>B</span><br><hr/> Creature -- Bat<br><hr/> Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Deep-Cavern Bat</b> <span>1</span> <span>B</span><br><hr/> Creature -- Bat<br><hr/> Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Fountainport</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{2}, {T}, Sacrifice a token: Draw a card.<br>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br>{4}, {T}: Create a Treasure token.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Fountainport</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{2}, {T}, Sacrifice a token: Draw a card.<br>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br>{4}, {T}: Create a Treasure token.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                           | <b>Go for the Throat</b> <span>1</span> <span>B</span><br><hr/> Instant<br><hr/> Destroy target nonartifact creature.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                 | <b>Go for the Throat</b> <span>1</span> <span>B</span><br><hr/> Instant<br><hr/> Destroy target nonartifact creature.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                 | <b>Go for the Throat</b> <span>1</span> <span>B</span><br><hr/> Instant<br><hr/> Destroy target nonartifact creature.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                       |

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| <div>Legions to Ashes<div>1WB</div><div>Sorcery</div><div>Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       | <div>Legions to Ashes<div>1WB</div><div>Sorcery</div><div>Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       | <div>Loran of the Third Path<div>2W</div><div>Legendary Creature -- Human Artificer</div><div>Vigilance<br/>When Loran enters, destroy up to one target artifact or enchantment.<br/>{T}: You and target opponent each draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div>Loran of the Third Path<div>2W</div><div>Legendary Creature -- Human Artificer</div><div>Vigilance<br/>When Loran enters, destroy up to one target artifact or enchantment.<br/>{T}: You and target opponent each draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                |
| <div>Mirrex<div></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 PLAYbotbox.dev</div></div> | <div>Mirrex<div></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 PLAYbotbox.dev</div></div> | <div>Mirrex<div></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 PLAYbotbox.dev</div></div> | <div>Phyrexian Fleshgorger<div>7</div><div>Artifact Creature -- Phyrexian Wurm</div><div>Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>Menace, lifelink<br/>Ward--Pay life equal to this creature's power.</div><div>7/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)  
Menace, lifelink  
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7/5

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Basic Land -- Plains

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

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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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**(B)**

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2/4

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## Restless Fortress

Land

This land enters tapped.  
{T}: Add {W} or {B}.  
{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.  
Whenever this land attacks, defending player loses 2 life and you gain 2 life.

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| <div><div>Restless Fortress</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {B}.</p><p>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</p><p>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Fortress</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {B}.</p><p>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</p><p>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Fortress</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {B}.</p><p>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</p><p>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div><p>{T}: Add {W} or {B}.)</p><p>This land enters tapped.</p><p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></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>Temporary Lockdown</div><div>1WW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Temporary Lockdown</div><div>1WW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Virtue of Loyalty</div><div>3WW</div></div><div>Enchantment</div><div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div><div>----- ADVENTURE -----</div><div><div><div>Ardenvale Fealty</div><div>1W</div></div><div>Instant -- Adventure</div><div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Virtue of Loyalty</div><div>3WW</div></div><div>Enchantment</div><div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div><div>----- ADVENTURE -----</div><div><div><div>Ardenvale Fealty</div><div>1W</div></div><div>Instant -- Adventure</div><div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Virtue of Loyalty</div><div>③④⑤</div></div><div>Enchantment</div><div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div><div>----- ADVENTURE -----</div><div><div>Ardenvale Fealty</div><div>①④</div></div><div>Instant -- Adventure</div><div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Virtue of Loyalty</div><div>③④⑤</div></div><div>Enchantment</div><div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div><div>----- ADVENTURE -----</div><div><div>Ardenvale Fealty</div><div>①④</div></div><div>Instant -- Adventure</div><div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Virtue of Persistence</div><div>⑤⑥⑦</div></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>----- ADVENTURE -----</div><div><div>Lothwain Scorn</div><div>①⑥</div></div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Virtue of Persistence</div><div>⑤⑥⑦</div></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>----- ADVENTURE -----</div><div><div>Lothwain Scorn</div><div>①⑥</div></div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Duress</div><div>⑥</div></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>                                                                                                                                                                                                                                                | <div><div><div>Duress</div><div>⑥</div></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>                                                                                                                                                                                                                                                | <div><div><div>Duress</div><div>⑥</div></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>                                                                                                                                                                                         | <div><div><div>Duress</div><div>⑥</div></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>                                                                                                                                                                                         |

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| <div> <div>Sunfall</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sunfall</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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# Playtest cards - Sapoa - 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