

Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cut Down Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. 1 B PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat 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 B PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat 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 B PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat 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 B PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deep-Cavern Bat 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 B PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dennick, Pious Apprentice Legendary Creature -- Human Soldier Lifelink Cards in graveyards can't be the targets of spells or abilities. Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.) 2 3 BACK FACE Dennick, Pious Apparition Legendary Creature -- Spirit Soldier Flying Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") If Dennick would be put into a graveyard from anywhere, exile it instead. 3 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dennick, Pious Apprentice Legendary Creature -- Human Soldier Lifelink Cards in graveyards can't be the targets of spells or abilities. Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.) 2 3 BACK FACE Dennick, Pious Apparition Legendary Creature -- Spirit Soldier Flying Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") If Dennick would be put into a graveyard from anywhere, exile it instead. 3 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ertai Resurrected Legendary Creature -- Phyrexian Human Wizard Flash When Ertai Resurrected enters, choose up to one -- * Counter target spell, activated ability, or triggered ability. Its controller draws a card. * Destroy another target creature or planeswalker. Its controller draws a card. 2 U B PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - ashame - 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

Ertai Resurrected (2)(U)(B) Legendary Creature -- Phyrexian Human Wizard Flash When Ertai Resurrected enters, choose up to one -- * Counter target spell, activated ability, or triggered ability. Its controller draws a card. * Destroy another target creature or planeswalker. Its controller draws a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gix, Yawgmoth Praetor (1)(B)(B) 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 (1)(B)(B) 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	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat

1 B

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat

1 B

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies

W U

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies

W U

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies

W U

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies

W U

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this
card: Return target artifact,
creature, enchantment, or
planeswalker to its owner's hand.
This ability costs {1} less to
activate for each legendary creature
you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. 2/4	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. 2/4	Preacher of the Schism ②③ 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	Preacher of the Schism ②③ 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
Raffine, Scheming Seer ①④⑤ Legendary Creature -- Sphinx Demon Flying, ward {1} Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) 1/4	Raffine, Scheming Seer ①④⑤ Legendary Creature -- Sphinx Demon Flying, ward {1} Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) 1/4	Raffine, Scheming Seer ①④⑤ Legendary Creature -- Sphinx Demon Flying, ward {1} Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) 1/4	Raffine, Scheming Seer ①④⑤ Legendary Creature -- Sphinx Demon Flying, ward {1} Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) 1/4

Raffine's Tower Land -- Plains Island Swamp ({T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raffine's Tower Land -- Plains Island Swamp ({T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shattered Sanctum Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Creature -- Siren Pirate

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Flying
When this creature enters, create a
Map token. (It's an artifact with
"{1}, {T}", Sacrifice this token:
Target creature you control
explores. Activate only as a
sorcery.")
```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Creature -- Siren Pirate

Flying
When this creature enters, create a map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Creature -- Siren Pirate

Flying
When this creature enters, create a
Map token. (It's an artifact with
"{1}, {T}, Sacrifice this token:
Target creature you control
explores. Activate only as a
sorcery.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Creature -- Siren Pirate

Flying
When this creature enters, create a map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Creature -- Merfolk Wizard

Flash
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tishana's Tidebinder 2 U Creature -- Merfolk Wizard Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aclazotz, Deepest Betrayal Card [sideboard] OTHER FACE Aclazotz, Deepest Betrayal Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aclazotz, Deepest Betrayal Card [sideboard] OTHER FACE Aclazotz, Deepest Betrayal Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anoint with Affliction 1 B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Choose one --

- * Destroy target creature with toughness 4 or greater.
- * Destroy target enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Choose one --

- * Destroy target creature with toughness 4 or greater.
- * Destroy target enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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Counter target spell with mana value
4 or greater.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target spell with mana value 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

(B)

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran of the Third Path 2 W Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - ashame - Standard (Standard League)

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each