

Aclazotz, Deepest Betrayal

Card

Aclazotz, Deepest Betrayal

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blooming Marsh

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blooming Marsh

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blooming Marsh

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blooming Marsh

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rashgun - 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 1/10 - 8 cards - 2.5 x 3.5 in each

<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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>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>1B</div><div>Creature -- Bat</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Deep-Cavern Bat (1)(B) 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat (1)(B) 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat (1)(B) 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glissa Sunslayer (1)(B)(G) Legendary Creature -- Phyrexian Zombie Elf 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rashgun - 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

<div><div><div>Glissa Sunslayer</div><div><div>1</div><div>B</div><div>G</div></div></div><div><div>Legendary Creature -- Phyrexian Zombie Elf</div><div>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><div><div>3/3</div></div></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><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><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><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><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><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><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><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>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mirrex</div> <div>Land -- Sphere</div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>Activate only if this land entered this turn.</div> <div>{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>Mosswood Dreadknight</div> <div>1G</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mosswood Dreadknight</div> <div>1G</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Mosswood Dreadknight</div> <div>1G</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mosswood Dreadknight</div> <div>1G</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Preacher of the Schism</div> <div>2B</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch</div> <div>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.</div> <div>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.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Preacher of the Schism</div> <div>2B</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch</div> <div>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.</div> <div>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.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Playtest cards - Rashgun - 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 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><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><div>Sorin the Mirthless</div><div>2BB</div></div><div>Legendary Planeswalker -- Sorin</div><div>[+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.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sorin the Mirthless</div><div>2BB</div></div><div>Legendary Planeswalker -- Sorin</div><div>[+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.</div><div>L 4</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>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>Takenuma, Abandoned Mire</div></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>

① ②

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

2 G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B B

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

- - - ADVENTURE - - -

① ⑧

Target creature gets -3/-3 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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

[sideboard]

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.

[sidebar]

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.

[sidebar]

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.

```
[sideboard]
```

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><div>Liliana of the Veil 1BB</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>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Liliana of the Veil 1BB</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>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Liliana of the Veil 1BB</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>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Long Goodbye 1B</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>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Nissa, Ascended Animist 3GGGP</div><div>Legendary Planeswalker -- Nissa</div><div>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><div>[sideboard]</div><div>L 7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Path of Peril 1BB</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Path of Peril 1BB</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Path of Peril 1BB</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Path of Peril <div> <div>1</div> <div>B</div> <div>B</div> </div> </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.)</p> <p>Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Unlicensed Hearse <div> <div>2</div> </div> </div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Unlicensed Hearse <div> <div>2</div> </div> </div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	

Playtest cards - Rashgun - 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