

Aclazotz, Deepest Betrayal

Card

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkslick Shores

Land

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

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Dead Weight

(B)

Enchantment -- Aura

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Enchant creature
Enchanted creature gets -2/-2.
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ⓑ

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Playtest cards - Tulio_Jaudy - Standard (Standard Challenge 32)

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 1/12 - 8 cards - 2.5 x 3.5 in each

B

Enchant creature
Enchanted creature gets -2/-2.

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① ②

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.

1/1

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When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life.

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Faerie Dreamthief (B) Creature -- Faerie Warlock Flying When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fallaji Archaeologist (1)(U) Creature -- Human Scout When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fallaji Archaeologist (1)(U) Creature -- Human Scout When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fallaji Archaeologist (1)(U) Creature -- Human Scout When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnawing Vermin (B) Creature -- Rat When this creature enters, target player mills two cards. When this creature dies, target creature you don't control gets -1/-1 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnawing Vermin (B) Creature -- Rat When this creature enters, target player mills two cards. When this creature dies, target creature you don't control gets -1/-1 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnawing Vermin (B) Creature -- Rat When this creature enters, target player mills two cards. When this creature dies, target creature you don't control gets -1/-1 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gnawing Vermin ⓑ Creature -- Rat When this creature enters, target player mills two cards. When this creature dies, target creature you don't control gets -1/-1 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Amonkhet ①④ⓑ Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.) D 4 ----- BACK FACE ----- Lazotep Convert Creature -- Zombie You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Amonkhet ①④ⓑ Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.) D 4 ----- BACK FACE ----- Lazotep Convert Creature -- Zombie You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Amonkhet ①④ⓑ Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.) D 4 ----- BACK FACE ----- Lazotep Convert Creature -- Zombie You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Kiora, the Rising Tide (2)(U) Legendary Creature -- Merfolk Noble When Kiora enters, draw two cards, then discard two cards. Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kiora, the Rising Tide (2)(U) Legendary Creature -- Merfolk Noble When Kiora enters, draw two cards, then discard two cards. Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kiora, the Rising Tide (2)(U) Legendary Creature -- Merfolk Noble When Kiora enters, draw two cards, then discard two cards. Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Larcenist (2)(U) Creature -- Human Pirate Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kitesail Larcenist (2)(U) Creature -- Human Pirate Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run (1)(B) Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run (1)(B) Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Balemurk ③⑧⑧ Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk ③⑧⑧ Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk ③⑧⑧ Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Reef Land This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Revenge of the Rats ②③③

Sorcery

Create a tapped 1/1 black Rat creature token for each creature card in your graveyard.
Flashback {2}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror Ballista

⑦

Artifact Creature -- Construct

Menace
Whenever this creature attacks, you may sacrifice another creature. When you do, destroy target creature an opponent controls.

Unearth {3}{B}{B} ({3}{B}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

5/3

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The Ancient One

UB

Legendary Creature -- Spirit God

Descend 8 -- The Ancient One can't attack or block unless there are eight or more permanent cards in your graveyard.

{2}{U}{B}: Draw a card, then discard a card. When you discard a card this way, target player mills cards equal to its mana value.

8/8

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8/8

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Undercity Sewers

Land - - Island Swamp

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

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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	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
Wail of the Forgotten (U)(B) Sorcery Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead. * Return target nonland permanent to its owner's hand. * Target opponent discards a card. * Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wail of the Forgotten (U)(B) Sorcery Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead. * Return target nonland permanent to its owner's hand. * Target opponent discards a card. * Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wail of the Forgotten (U)(B) Sorcery Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead. * Return target nonland permanent to its owner's hand. * Target opponent discards a card. * Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wail of the Forgotten (U)(B) Sorcery Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead. * Return target nonland permanent to its owner's hand. * Target opponent discards a card. * Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

