

① R

Choose one --

- * Abrade deals 3 damage to target creature.
- * Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Land

When this land enters, you get {E}  
(an energy counter).

$$\{T\}: \text{Add } \{C\}.$$

{T}, Pay {E}: Add one mana of any color.

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| <div><div>Arguel's Blood Fast</div><div><div>1</div><div>B</div></div></div> <div><div>Legendary Enchantment</div><div><div>{1}{B}, Pay 2 life: Draw a card.</div><div>At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast.</div></div></div> <div><div>----- BACK FACE -----</div><div><div>Temple of Aclazotz</div><div>Legendary Land</div><div><div>(Transforms from Arguel's Blood Fast.)</div><div>{T}: Add {B}.</div><div>{T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Canyon Slough</div></div> <div><div>Land -- Swamp Mountain</div><div><div>(T): Add {B} or {R}.</div><div>This land enters tapped.</div><div>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Canyon Slough</div></div> <div><div>Land -- Swamp Mountain</div><div><div>(T): Add {B} or {R}.</div><div>This land enters tapped.</div><div>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Canyon Slough</div></div> <div><div>Land -- Swamp Mountain</div><div><div>(T): Add {B} or {R}.</div><div>This land enters tapped.</div><div>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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| <div><div><b>Drowned Catacomb</b></div><div>Land</div><div>This land enters tapped unless you control an Island or a Swamp.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><b>Drowned Catacomb</b></div><div>Land</div><div>This land enters tapped unless you control an Island or a Swamp.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><b>Drowned Catacomb</b></div><div>Land</div><div>This land enters tapped unless you control an Island or a Swamp.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><b>Essence Scatter</b><div>1U</div></div><div>Instant</div><div>Counter target creature spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                               |
| <div><div><b>Fetid Pools</b></div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fetid Pools</b></div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fetid Pools</b></div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Field of Ruin</b></div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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[{-2]: Create a 0/0 colorless
Construct artifact creature token
with "This token gets +1/+1 for each
artifact you control."
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L 5

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3 B B

```
[+1]: Create a 2/2 black Zombie creature token. Mill two cards. [-3]: Return target creature card from your graveyard to the battlefield. That creature is a black Zombie in addition to its other colors and types. [-7]: Destroy all non-Zombie creatures.
```

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[+1]: Create a 2/2 black Zombie creature token. Mill two cards. [-3]: Return target creature card from your graveyard to the battlefield. That creature is a black Zombie in addition to its other colors and types. [-7]: Destroy all non-Zombie creatures.
```

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Magma Spray deals 2 damage to target creature. If that creature would die this turn, exile it instead.

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| <div><div>Rekindling Phoenix</div><div><div>2</div><div>R</div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying</div><div>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rekindling Phoenix</div><div><div>2</div><div>R</div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying</div><div>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rekindling Phoenix</div><div><div>2</div><div>R</div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying</div><div>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sulfur Falls</div></div> <div><div>Land</div><div>This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 |
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| <div> <div>The Scarab God</div> <div> <div>3</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- God</div> <div> <p>At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control.</p> <p>{2}{U}{B}: Exile target creature card from a graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie.</p> <p>When The Scarab God dies, return it to its owner's hand at the beginning of the next end step.</p> </div> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torrential Gearhulk</div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <p>Flash</p> <p>When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</p> </div> </div> <div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                | <div> <div>Torrential Gearhulk</div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <p>Flash</p> <p>When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</p> </div> </div> <div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torrential Gearhulk</div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <p>Flash</p> <p>When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</p> </div> </div> <div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                             |

Playtest cards - rushi\_00 - 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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Vraska's Contempt</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Instant</div><div>Exile target creature or planeswalker. You gain 2 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Vraska's Contempt</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Instant</div><div>Exile target creature or planeswalker. You gain 2 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                              | <div><div>Vraska's Contempt</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Instant</div><div>Exile target creature or planeswalker. You gain 2 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                              | <div><div>Vraska's Contempt</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Instant</div><div>Exile target creature or planeswalker. You gain 2 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                              |
| <div><div>Arguel's Blood Fast</div><div><div>1</div><div>B</div></div></div> <div><div>Legendary Enchantment</div><div>{1}{B}, Pay 2 life: Draw a card. At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast.</div><div>[sideboard]</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Temple of Aclazotz</div><div>Legendary Land</div><div>(Transforms from Arguel's Blood Fast.) {T}: Add {B}. {T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Chandra's Defeat</div><div><div>R</div></div></div> <div><div>Instant</div><div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Chandra's Defeat</div><div><div>R</div></div></div> <div><div>Instant</div><div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Chandra's Defeat</div><div><div>R</div></div></div> <div><div>Instant</div><div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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All creatures lose indestructible until end of turn. Hour of Devastation deals 5 damage to each creature and each non-Bolas planeswalker.

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U

Counter target blue spell. If it was a Jace planeswalker spell, scry 2.

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U

Counter target blue spell. If it was a Jace planeswalker spell, scry 2.

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[+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.

[-1]: Put a card you own with a silver counter on it from exile into your hand.

[-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."

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U

Counter target noncreature spell.

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| <div> <div> Negate <div> <div>1</div> <div>U</div> </div> </div> <div> Instant </div> <div> Counter target noncreature spell.<br/><br/> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Sorcerous Spyglass <div> <div>2</div> </div> </div> <div> Artifact </div> <div> As this artifact enters, look at an opponent's hand, then choose any card name.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.<br/><br/> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Sorcerous Spyglass <div> <div>2</div> </div> </div> <div> Artifact </div> <div> As this artifact enters, look at an opponent's hand, then choose any card name.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.<br/><br/> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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