

## Aclazotz, Deepest Betrayal

Card

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## Aclazotz, Deepest Betrayal

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

```
{T}: Add {C}.
{T}: Add {W} or {B}. This land deals
1 damage to you.
```

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{T}: Add {C}.
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1 damage to you.
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## Concealed Courtyard

Land

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

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



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| <div> <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Fabled Passage</b> </div> <div> <div>Land</div> <div> <p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Fabled Passage</b> </div> <div> <div>Land</div> <div> <p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <b>Fabled Passage</b> </div> <div> <div>Land</div> <div> <p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                    | <div> <div> <b>Fountainport</b> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}, Sacrifice a token: Draw a card.</p> <p>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</p> <p>{4}, {T}: Create a Treasure token.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                         | <div> <div> <b>Go for the Throat</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target nonartifact creature.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                               | <div> <div> <b>Go for the Throat</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target nonartifact creature.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                               |



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| <b>Preacher of the Schism (2)(B)</b><br>Creature -- Vampire Cleric<br><hr/> Deathtouch<br>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.<br>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.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Preacher of the Schism (2)(B)</b><br>Creature -- Vampire Cleric<br><hr/> Deathtouch<br>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.<br>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.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Restless Fortress</b><br>Land<br><hr/> This land enters tapped.<br>{T}: Add {W} or {B}.<br>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br>Whenever this land attacks, defending player loses 2 life and you gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                    | <b>Restless Fortress</b><br>Land<br><hr/> This land enters tapped.<br>{T}: Add {W} or {B}.<br>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br>Whenever this land attacks, defending player loses 2 life and you gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                    |
| <b>Restless Fortress</b><br>Land<br><hr/> This land enters tapped.<br>{T}: Add {W} or {B}.<br>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br>Whenever this land attacks, defending player loses 2 life and you gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                          | <b>Restless Fortress</b><br>Land<br><hr/> This land enters tapped.<br>{T}: Add {W} or {B}.<br>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br>Whenever this land attacks, defending player loses 2 life and you gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                          | <b>Season of the Burrow (3)(W)(W)</b><br>Sorcery<br><hr/> Choose up to five {P} worth of modes. You may choose the same mode more than once.<br>{P} -- Create a 1/1 white Rabbit creature token.<br>{P}{P} -- Exile target nonland permanent. Its controller draws a card.<br>{P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Season of the Burrow (3)(W)(W)</b><br>Sorcery<br><hr/> Choose up to five {P} worth of modes. You may choose the same mode more than once.<br>{P} -- Create a 1/1 white Rabbit creature token.<br>{P}{P} -- Exile target nonland permanent. Its controller draws a card.<br>{P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - beraldi - Standard (Standard Challenge 32)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div>{T}: Add {W} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div>{T}: Add {W} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sheoldred, the Apocalypse 2BB</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>Sheoldred, the Apocalypse 2BB</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>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                |

① W W

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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① W W

Flying  
When this Vehicle enters, exile up to one target creature with toughness 5 or less.  
When this Vehicle leaves the battlefield, the exiled card's owner manifests dread.  
Crew 1

2/2

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③ ④ ⑤

At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.

- - - ADVENTURE - - -

① W

Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Virtue of Loyalty</b> (3)(W)(W)<br>Enchantment<br>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.<br>----- ADVENTURE -----<br><b>Ardenvale Fealty</b> (1)(W)<br>Instant -- Adventure<br>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Zoraline, Cosmos Caller</b> (1)(W)(B)<br>Legendary Creature -- Bat Cleric<br>Flying, vigilance<br>Whenever a Bat you control attacks, you gain 1 life.<br>Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Zoraline, Cosmos Caller</b> (1)(W)(B)<br>Legendary Creature -- Bat Cleric<br>Flying, vigilance<br>Whenever a Bat you control attacks, you gain 1 life.<br>Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Zoraline, Cosmos Caller</b> (1)(W)(B)<br>Legendary Creature -- Bat Cleric<br>Flying, vigilance<br>Whenever a Bat you control attacks, you gain 1 life.<br>Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Cut Down</b> (B)<br>Instant<br>Destroy target creature with total power and toughness 5 or less.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                     | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                        | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                        | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                        |

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| <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                          | <div> <b>Elspeth's Smite</b> <span>(W)</span> </div> <div>Instant</div> <div> <p>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                    | <div> <b>Gix's Command</b> <span>(3)(B)(B)</span> </div> <div>Sorcery</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</li> <li>* Destroy each creature with power 2 or less.</li> <li>* Return up to two creature cards from your graveyard to your hand.</li> <li>* Each opponent sacrifices a creature with the greatest power among creatures they control.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Legions to Ashes</b> <span>(1)(W)(B)</span> </div> <div>Sorcery</div> <div> <p>Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                       |
| <div> <b>Loran of the Third Path</b> <span>(2)(W)</span> </div> <div>Legendary Creature -- Human Artificer</div> <div> <p>Vigilance</p> <p>When Loran enters, destroy up to one target artifact or enchantment.</p> <p>{T}: You and target opponent each draw a card.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Loran of the Third Path</b> <span>(2)(W)</span> </div> <div>Legendary Creature -- Human Artificer</div> <div> <p>Vigilance</p> <p>When Loran enters, destroy up to one target artifact or enchantment.</p> <p>{T}: You and target opponent each draw a card.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Lord Skitter, Sewer King</b> <span>(2)(B)</span> </div> <div>Legendary Creature -- Rat Noble</div> <div> <p>Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard.</p> <p>At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block."</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                        | <div> <b>Season of Loss</b> <span>(3)(B)(B)</span> </div> <div>Sorcery</div> <div> <p>Choose up to five {P} worth of modes. You may choose the same mode more than once.</p> <p>{P} -- Each player sacrifices a creature of their choice.</p> <p>{P}{P} -- Draw a card for each creature that died under your control this turn.</p> <p>{P}{P}{P} -- Each opponent loses X life, where X is the number of creature cards in your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Temporary Lockdown 1WW</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Temporary Lockdown 1WW</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Unidentified Hovership 1WW</div><div>Artifact -- Vehicle</div><div>Flying</div><div>When this Vehicle enters, exile up to one target creature with toughness 5 or less.</div><div>When this Vehicle leaves the battlefield, the exiled card's owner manifests dread.</div><div>Crew 1</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> |  |
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