

## Aclazotz, Deepest Betrayal

Card

- - - OTHER FACE - - -

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## 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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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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Playtest cards - remf - 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>Concealed Courtyard</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {W} or {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Concealed Courtyard</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {W} or {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Concealed Courtyard</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {W} or {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Concealed Courtyard</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {W} or {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                  |
| <div> <div> <div>Cut Down</div> <div>B</div> </div> <div>Instant</div> <div> Destroy target creature with total power and toughness 5 or less. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>            | <div> <div> <div>Cut Down</div> <div>B</div> </div> <div>Instant</div> <div> Destroy target creature with total power and toughness 5 or less. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>            | <div> <div> <div>Cut Down</div> <div>B</div> </div> <div>Instant</div> <div> Destroy target creature with total power and toughness 5 or less. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>            | <div> <div> <div>Deep-Cavern Bat</div> <div>1B</div> </div> <div>Creature -- Bat</div> <div> Flying, lifelink<br/> 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> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

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| <div><div>Deep-Cavern Bat</div><div><div>1</div><div>B</div></div></div> <div>Creature -- Bat</div> <div>Flying, lifelink<br/>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><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Deep-Cavern Bat</div><div><div>1</div><div>B</div></div></div> <div>Creature -- Bat</div> <div>Flying, lifelink<br/>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><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Deep-Cavern Bat</div><div><div>1</div><div>B</div></div></div> <div>Creature -- Bat</div> <div>Flying, lifelink<br/>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><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Fabled Passage</div></div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div><div>Fountainport</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               |

## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

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## Go for the Throat (1)(B)

Instant

Destroy target nonartifact creature.

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**Go for the Throat** (1)(B)

Instant

Destroy target nonartifact creature.

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**Legions to Ashes** (1)(W)(B)

## Sorcery

Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.

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## Liliana of the Veil (1)(B)(B)

Legendary Planeswalker -- Liliana

```
[+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.
```

**L 3**

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## Liliana of the Veil (1)(B)(B)

Legendary Planeswalker -- Liliana

[+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.

**L 3**

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.

2/1

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Playtest cards - remf - Standard (Standard Challenge 32)

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| <p><b>Loran of the Third Path</b> ②①</p> <p>Legendary Creature -- Human Artificer</p> <p>Vigilance<br/>When Loran enters, destroy up to one target artifact or enchantment.<br/>{T}: You and target opponent each draw a card.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                           | <p><b>Plains</b></p> <p>Basic Land -- Plains</p> <p>({T}: Add {W}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                 | <p><b>Plains</b></p> <p>Basic Land -- Plains</p> <p>({T}: Add {W}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                 | <p><b>Preacher of the Schism</b> ②③</p> <p>Creature -- Vampire Cleric</p> <p>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.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Preacher of the Schism</b> ②③</p> <p>Creature -- Vampire Cleric</p> <p>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.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Preacher of the Schism</b> ②③</p> <p>Creature -- Vampire Cleric</p> <p>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.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Preacher of the Schism</b> ②③</p> <p>Creature -- Vampire Cleric</p> <p>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.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Restless Fortress</b></p> <p>Land</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                 |

Playtest cards - remf - Standard (Standard Challenge 32)

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| <div><div>Restless Fortress</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {B}.</p><p>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</p><p>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Season of the Burrow 3WW</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} -- Create a 1/1 white Rabbit creature token.</p><p>{P}{P} -- Exile target nonland permanent. Its controller draws a card.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Season of the Burrow 3WW</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} -- Create a 1/1 white Rabbit creature token.</p><p>{P}{P} -- Exile target nonland permanent. Its controller draws a card.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div><p>{T}: Add {W} or {B}.)</p><p>This land enters tapped.</p><p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  |
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| <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>Temporary Lockdown1WW</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         |
| <div>Temporary Lockdown1WW</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Virtue of Loyalty3WW</div> <div>Enchantment</div> <div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div> <div>-----ADVENTURE-----</div> <div>Ardenvale Fealty1W</div> <div>Instant -- Adventure</div> <div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Virtue of Loyalty3WW</div> <div>Enchantment</div> <div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div> <div>-----ADVENTURE-----</div> <div>Ardenvale Fealty1W</div> <div>Instant -- Adventure</div> <div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Virtue of Persistence5BB</div> <div>Enchantment</div> <div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div> <div>-----ADVENTURE-----</div> <div>Lothwain Scorn1B</div> <div>Sorcery -- Adventure</div> <div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Virtue of Persistence</b> (5)(B)(B)<br><hr/> Enchantment<br><hr/> <p>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</p> <p>----- ADVENTURE -----</p> <b>Lothwain Scorn</b> (1)(B)<br><hr/> Sorcery -- Adventure<br><hr/> <p>Target creature gets -3/-3 until end of turn. You gain 2 life.</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                            | <b>Zoraline, Cosmos Caller</b> (1)(W)(B)<br><hr/> Legendary Creature -- Bat Cleric<br><hr/> <p>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.</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                         | <b>Zoraline, Cosmos Caller</b> (1)(W)(B)<br><hr/> Legendary Creature -- Bat Cleric<br><hr/> <p>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.</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Zoraline, Cosmos Caller</b> (1)(W)(B)<br><hr/> Legendary Creature -- Bat Cleric<br><hr/> <p>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.</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Cruelclaw's Heist</b> (B)(B)<br><hr/> Sorcery<br><hr/> <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/> Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Cruelclaw's Heist</b> (B)(B)<br><hr/> Sorcery<br><hr/> <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/> Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Duress</b> (B)<br><hr/> Sorcery<br><hr/> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                | <b>Duress</b> (B)<br><hr/> Sorcery<br><hr/> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                |

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| <div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          | <div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Kaya, Intangible Slayer</div><div>Legendary Planeswalker -- Kaya</div><div>Hexproof<br/>[+2]: Each opponent loses 3 life and you gain 3 life.<br/>[0]: You draw two cards. Then each opponent may scry 1.<br/>[-3]: Exile target creature or enchantment. If it wasn't an Aura, create a token that's a copy of it, except it's a 1/1 white Spirit creature with flying in addition to its other types.</div><div>[sideboard]</div><div>L 6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Legions to Ashes</div><div>Sorcery</div><div>Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      |
| <div><div>Liliana of the Veil</div><div>Legendary Planeswalker -- Liliana</div><div>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-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>Rest in Peace</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rest in Peace</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div>Sheoldred's Edict</div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Sunfall</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - remf - 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 10/10 - 3 cards - 2.5 x 3.5 in each