

Aclazotz, Deepest Betrayal

3

B

B

Legendary Creature -- Bat God

Flying, lifelink  
Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.  
Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.  
When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.

4/4

--- BACK FACE ---

Temple of the Dead

Land

(Transforms from Aclazotz, Deepest Betrayal.)  
{T}: Add {B}.  
{2}{B}, {T}: Transform this land.  
Activate only if a player has one or fewer cards in hand and only as a sorcery.

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Bloodfell Caves

Land

This land enters tapped.  
When this land enters, you gain 1 life.  
{T}: Add {B} or {R}.

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This land enters tapped.  
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Blood Hustler

1

B

Creature -- Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on this creature. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)  
{3}{B}: Target opponent loses 1 life and you gain 1 life.

1/1

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| <b>Blood Hustler</b> (1)(B)<br>Creature -- Vampire Rogue<br>Whenever you commit a crime, put a +1/+1 counter on this creature. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)<br>{3}{B}: Target opponent loses 1 life and you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Burst Lightning</b> (R)<br>Instant<br>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Burst Lightning</b> (R)<br>Instant<br>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Burst Lightning</b> (R)<br>Instant<br>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Burst Lightning</b> (R)<br>Instant<br>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                 | <b>Clockwork Percussionist</b> (R)<br>Artifact Creature -- Monkey Toy<br>Haste<br>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>Clockwork Percussionist</b> (R)<br>Artifact Creature -- Monkey Toy<br>Haste<br>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>Clockwork Percussionist</b> (R)<br>Artifact Creature -- Monkey Toy<br>Haste<br>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    |

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**Haste**  
When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Deathtouch  
When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

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1/1

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**B**

As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}.  
Exile target creature or planeswalker.

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Exile target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R R

Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

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① R R

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Haste
This creature must be blocked if
able.
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| <div> <div>Fell</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Destroy target creature.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                     | <div> <div>Fell</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Destroy target creature.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                  | <div> <div>Fell</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Destroy target creature.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                  | <div> <div>Forsaken Miner</div> <div> <div>B</div> </div> </div> <div>Creature -- Skeleton Rogue</div> <div> <p>This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Forsaken Miner</div> <div> <div>B</div> </div> </div> <div>Creature -- Skeleton Rogue</div> <div> <p>This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hired Claw</div> <div> <div>R</div> </div> </div> <div>Creature -- Lizard Mercenary</div> <div> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent. {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hired Claw</div> <div> <div>R</div> </div> </div> <div>Creature -- Lizard Mercenary</div> <div> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent. {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hired Claw</div> <div> <div>R</div> </div> </div> <div>Creature -- Lizard Mercenary</div> <div> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent. {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                    |

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| <div><div>Jagged Barrens</div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jagged Barrens</div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jagged Barrens</div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jagged Barrens</div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                |

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| <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></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>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |                                                                                                                                       |                                                                                                                                       |