

Aclazotz, Deepest Betrayal

Card

- - - OTHER FACE - - -

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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- - - OTHER FACE - - -

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Blackcleave Cliffs

Land

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

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Blackleave Cliffs

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Darkslick Shores

Land

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Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. 4/4 EXPENSIVE TASTE Instant -- Adventure Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decadent Dragon Creature -- Dragon Flying, trample Whenever this creature attacks, create a Treasure token. 4/4 EXPENSIVE TASTE Instant -- Adventure Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decadent Dragon Creature -- Dragon Flying, trample Whenever this creature attacks, create a Treasure token. 4/4 EXPENSIVE TASTE Instant -- Adventure Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decadent Dragon Creature -- Dragon Flying, trample Whenever this creature attacks, create a Treasure token. 4/4 EXPENSIVE TASTE Instant -- Adventure Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Decadent Dragon Creature -- Dragon Flying, trample Whenever this creature attacks, create a Treasure token. 4/4 EXPENSIVE TASTE Instant -- Adventure Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Generous Plunderer Creature -- Human Rogue Menace At the beginning of your upkeep, you may create a Treasure token. When you do, target opponent creates a tapped Treasure token. Whenever this creature attacks, it deals damage to defending player equal to the number of artifacts they control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Generous Plunderer Creature -- Human Rogue Menace At the beginning of your upkeep, you may create a Treasure token. When you do, target opponent creates a tapped Treasure token. Whenever this creature attacks, it deals damage to defending player equal to the number of artifacts they control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Generous Plunderer Creature -- Human Rogue Menace At the beginning of your upkeep, you may create a Treasure token. When you do, target opponent creates a tapped Treasure token. Whenever this creature attacks, it deals damage to defending player equal to the number of artifacts they control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Plunderer (1)(R) Creature -- Human Rogue Menace At the beginning of your upkeep, you may create a Treasure token. When you do, target opponent creates a tapped Treasure token. Whenever this creature attacks, it deals damage to defending player equal to the number of artifacts they control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ill-Timed Explosion (2)(U)(R) Sorcery Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ill-Timed Explosion (2)(U)(R) Sorcery Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ill-Timed Explosion (2)(U)(R) Sorcery Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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① R

When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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3/2

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2 B B

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Choose one or more --
* Each player discards two cards.
* Each player loses 4 life.
* Each player sacrifices two
creatures of their choice.
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2 B B

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

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 PLAYbotbox.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 PLAYbotbox.dev	Restless Vents Land This land enters tapped. {T}: Add {B} or {R}. {1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land. Whenever this land attacks, you may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Viper Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev Scalding Viper Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Screaming Nemesis 2R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Virtue of Persistence Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. Loathwain Scorn Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. Loathwain Scorn Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. Loathwain Scorn Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Virtue of Persistence Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. Loathwain Scorn Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bladecoil Serpent Artifact Creature -- Serpent When this creature enters, for each {U}{U} spent to cast it, draw a card. When this creature enters, for each {B}{B} spent to cast it, each opponent discards a card. When this creature enters, for each {R}{R} spent to cast it, it gets +1/+0 and gains trample and haste until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bladecoil Serpent Artifact Creature -- Serpent When this creature enters, for each {U}{U} spent to cast it, draw a card. When this creature enters, for each {B}{B} spent to cast it, each opponent discards a card. When this creature enters, for each {R}{R} spent to cast it, it gets +1/+0 and gains trample and haste until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bladecoil Serpent Artifact Creature -- Serpent When this creature enters, for each {U}{U} spent to cast it, draw a card. When this creature enters, for each {B}{B} spent to cast it, each opponent discards a card. When this creature enters, for each {R}{R} spent to cast it, it gets +1/+0 and gains trample and haste until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Come Back Wrong 2B Sorcery Destroy target creature. If a creature card is put into a graveyard this way, return it to the battlefield under your control. Sacrifice it at the beginning of your next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drag the Canal UB Instant Create a 2/2 white and blue Detective creature token. If a creature died this turn, you gain 2 life, surveil 2, then investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drag the Canal UB Instant Create a 2/2 white and blue Detective creature token. If a creature died this turn, you gain 2 life, surveil 2, then investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rankle and Torbran 1BBBBR Legendary Creature -- Faerie Dwarf Flying, first strike, haste Whenever Rankle and Torbran deals combat damage to a player or battle, choose any number -- * Each player creates a Treasure token. * Each player sacrifices a creature of their choice. * If a source would deal damage to a player or battle this turn, it deals that much damage plus 2 instead. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev		