

3 B B

Flying, lifelink

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 - - -

Land

(Transforms from Aclazotz, Deepest Betrayal.)

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

{2}{B}, {T}: Transform this land.

Activate only if a player has one or fewer cards in hand and only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

Flying, first strike

At the beginning of your upkeep, exile the top two cards of your library. You may play them this turn. If you exiled a land card this way, create a 3/1 red Dinosaur creature token. If you exiled a nonland card this way, create a Treasure token.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Desert

This land enters tapped.
When this land enters, it deals 1
damage to target opponent.
{T}: Add {R} or {G}.

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4 G G

Creature -- Plant Spider

This spell costs {1} less to cast if you control a Desert.

Reach

Whenever this creature becomes the target of a spell or ability an opponent controls, you may draw a card.

6/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Desert's Due ①B Instant Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desert's Due ①B Instant Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon's Prey ②B Instant This spell costs {2} more to cast if it targets a Dragon. Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon's Prey ②B Instant This spell costs {2} more to cast if it targets a Dragon. Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Festering Gulch Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Festering Gulch Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Geological Appraiser 2R R Creature -- Human Artificer When this creature enters, if you cast it, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gisa, the Hellraiser 3B B Legendary Creature -- Human Warlock Ward--{2}, Pay 2 life. Skeletons and Zombies you control get +1/+1 and have menace. Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardbristle Bandit 1G Creature -- Plant Rogue {T}: Add one mana of any color. Whenever you commit a crime, untap this creature. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardbristle Bandit 1G Creature -- Plant Rogue {T}: Add one mana of any color. Whenever you commit a crime, untap this creature. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outcaster Greenblade ②⑥ Creature -- Human Mercenary When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. This creature gets +1/+1 for each Desert you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outcaster Greenblade ②⑥ Creature -- Human Mercenary When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. This creature gets +1/+1 for each Desert you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Outcaster Greenblade 26 Creature -- Human Mercenary When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. This creature gets +1/+1 for each Desert you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outcaster Greenblade 26 Creature -- Human Mercenary When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. This creature gets +1/+1 for each Desert you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Thought-Stalker Warlock (2)(B) Creature -- Lizard Warlock Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunder Magic (R) Instant Tiered (Choose one additional cost.) * Thunder -- {0} -- Thunder Magic deals 2 damage to target creature. * Thundara -- {3} -- Thunder Magic deals 4 damage to target creature. * Thundaga -- {5}{R} -- Thunder Magic deals 8 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunder Magic (R) Instant Tiered (Choose one additional cost.) * Thunder -- {0} -- Thunder Magic deals 2 damage to target creature. * Thundara -- {3} -- Thunder Magic deals 4 damage to target creature. * Thundaga -- {5}{R} -- Thunder Magic deals 8 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunder Magic (R) Instant Tiered (Choose one additional cost.) * Thunder -- {0} -- Thunder Magic deals 2 damage to target creature. * Thundara -- {3} -- Thunder Magic deals 4 damage to target creature. * Thundaga -- {5}{R} -- Thunder Magic deals 8 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ambush Wolf (2)(G) Creature -- Wolf Flash (You may cast this spell any time you could cast an instant.) When this creature enters, exile up to one target card from a graveyard. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ambush Wolf 2 6 Creature -- Wolf Flash (You may cast this spell any time you could cast an instant.) When this creature enters, exile up to one target card from a graveyard. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heritage Reclamation 1 6 Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Heritage Reclamation 1 6 Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heritage Reclamation 1 6 Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinewoods Paladin 4 6 Creature -- Human Knight Trample When this creature enters, you gain 3 life. Plot {3}{6} (You may pay {3}{6} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinewoods Paladin 4 6 Creature -- Human Knight Trample When this creature enters, you gain 3 life. Plot {3}{6} (You may pay {3}{6} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undying Malice B Instant Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undying Malice B Instant Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undying Malice B Instant Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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