

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archenemy's Charm B B B Instant Choose one -- * Exile target creature or planeswalker. * Return one or two target creature and/or planeswalker cards from your graveyard to your hand. * Put two +1/+1 counters on target creature you control. It gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archenemy's Charm B B B Instant Choose one -- * Exile target creature or planeswalker. * Return one or two target creature and/or planeswalker cards from your graveyard to your hand. * Put two +1/+1 counters on target creature you control. It gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archenemy's Charm B B B Instant Choose one -- * Exile target creature or planeswalker. * Return one or two target creature and/or planeswalker cards from your graveyard to your hand. * Put two +1/+1 counters on target creature you control. It gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Archenemy's Charm B B B Instant Choose one -- * Exile target creature or planeswalker. * Return one or two target creature and/or planeswalker cards from your graveyard to your hand. * Put two +1/+1 counters on target creature you control. It gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cruelclaw's Heist B B Sorcery 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.) 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cruelclaw's Heist B B Sorcery 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.) 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Confidant 1 B Creature -- Human Wizard At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dark Confidant (1)(B) Creature -- Human Wizard At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat (1)(B) 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 PLAY botbox.dev	Deep-Cavern Bat (1)(B) 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 PLAY botbox.dev	Deep-Cavern Bat (1)(B) 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 PLAY botbox.dev
Deep-Cavern Bat (1)(B) 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 PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. 1/1 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegy Acolyte (2)(B)(B) Creature -- Human Cleric Lifelink Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life. Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elegy Acolyte (2)(B)(B) Creature -- Human Cleric Lifelink Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life. Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, Dreadhorde General (4)(B)(B) Legendary Planeswalker -- Liliana Whenever a creature you control dies, draw a card. [+1]: Create a 2/2 black Zombie creature token. [-4]: Each player sacrifices two creatures of their choice. [-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Preacher of the Schism (2)(B) Creature -- Vampire Cleric Deathtouch 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. 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. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preacher of the Schism (2)(B) Creature -- Vampire Cleric Deathtouch 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. 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. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Qarsi Revenant (1)(B)(B) Creature -- Vampire Flying, deathtouch, lifelink Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Qarsi Revenant (1)(B)(B) Creature -- Vampire Flying, deathtouch, lifelink Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rankle's Prank 2 B B Sorcery Choose one or more -- * Each player discards two cards. * Each player loses 4 life. * Each player sacrifices two creatures of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger Regent // Exude Toxin // Scavenger Regent (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoot the Sheriff 1 B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoot the Sheriff 1 B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunset Saboteur 1 B Creature -- Human Rogue Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunset Saboteur 1 B Creature -- Human Rogue Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunset Saboteur 1 B Creature -- Human Rogue Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls. 4/1 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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The End 2BB Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Timeline Culler BB Creature -- Drix Warlock Haste You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Timeline Culler BB Creature -- Drix Warlock Haste You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Timeline Culler BB Creature -- Drix Warlock Haste You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ashiok, Wicked Manipulator 3BB Legendary Planeswalker -- Ashiok If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead. [+1]: Look at the top two cards of your library. Exile one of them and put the other into your hand. [-2]: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this token." [-7]: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harvester of Misery 3BB Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intimidation Tactics B Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenger Regent // Exude Toxin // Scavenger Regent (1)(B) (card data unavailable) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot the Sheriff (1)(B) Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
The End (2)(B)(B) Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torpor Orb (2) Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torpor Orb (2) Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Trajectory (B) Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tragic Trajectory B Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Withering Torment 2B Instant Destroy target creature or enchantment. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Withering Torment 2B Instant Destroy target creature or enchantment. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	