

Aclazotz, Deepest Betrayal ③ⒷⒷ 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 PLAY botbox.dev	Blade of the Oni ①Ⓑ Artifact Creature -- Equipment Demon Menace Equipped creature has base power and toughness 5/5, has menace, and is a black Demon in addition to its other colors and types. Reconfigure {2}{B}{B} ({2}{B}{B}): Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blade of the Oni ①Ⓑ Artifact Creature -- Equipment Demon Menace Equipped creature has base power and toughness 5/5, has menace, and is a black Demon in addition to its other colors and types. Reconfigure {2}{B}{B} ({2}{B}{B}): Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Castle Locthwain Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Gifted Aetherborn (B)(B) Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graveyard Trespasser (2)(B) Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
			Invoke Despair (1)(B)(B)(B)(B) Sorcery Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Murderous Rider 1BB Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 ----- ADVENTURE ----- Swift End 1BB Instant -- Adventure Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Rider 1BB Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 ----- ADVENTURE ----- Swift End 1BB Instant -- Adventure Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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	Extinction Event 3B Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invoke Despair 1BBBBB Sorcery Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B B B

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Other creatures get -1/-1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/2

2 B B

Other creatures get -1/-1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/2

2 B B

Lifelink

If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.

{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/4

2 B B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X B B

When The Meathook Massacre enters, each creature gets -X/-X until end of turn.

Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Destroy target creature or
enchantment. You lose 2 life.

[sideboard]

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Destroy target creature or
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[sideboard]

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