

Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthirsty Conqueror BBB Creature -- Vampire Knight Flying, deathtouch Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthirsty Conqueror BBB Creature -- Vampire Knight Flying, deathtouch Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coiling Rebirth BBB 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.) Return target creature card from your graveyard to the battlefield. Then if the gift was promised and that creature isn't legendary, create a token that's a copy of that creature, except it's 1/1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Coiling Rebirth BBB 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.) Return target creature card from your graveyard to the battlefield. Then if the gift was promised and that creature isn't legendary, create a token that's a copy of that creature, except it's 1/1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Angel W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elenda, Saint of Dusk WB Legendary Creature -- Vampire Knight Lifelink, hexproof from instants As long as your life total is greater than your starting life total, Elenda gets +1/+1 and has menace. Elenda gets an additional +5/+5 as long as your life total is at least 10 greater than your starting life total. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Tenacity BBB Enchantment Creature -- Snake Glimmer Whenever you gain life, target opponent loses that much life. When Enduring Tenacity 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Tenacity 2BB Enchantment Creature -- Snake Glimmer Whenever you gain life, target opponent loses that much life. When Enduring Tenacity 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fell 1B Sorcery Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fell 1B Sorcery Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fell 1B Sorcery Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Sanctifier W Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Sanctifier W Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Insatiable Avarice B Sorcery Spree (Choose one or more additional costs.) + {2} -- Search your library for a card, then shuffle and put that card on top. + {B}{B} -- Target player draws three cards and loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insatiable Avarice B Sorcery Spree (Choose one or more additional costs.) + {2} -- Search your library for a card, then shuffle and put that card on top. + {B}{B} -- Target player draws three cards and loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marauding Blight-Priest 2B Creature -- Vampire Cleric Whenever you gain life, each opponent loses 1 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marauding Blight-Priest 2B Creature -- Vampire Cleric Whenever you gain life, each opponent loses 1 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Painful Quandary 3BB Enchantment Whenever an opponent casts a spell, that player loses 5 life unless they discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Arena 1BB Enchantment At the beginning of your upkeep, you draw a card and you lose 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanguine Syphoner

1 B

Creature -- Vampire Warlock

Whenever this creature attacks, each opponent loses 1 life and you gain 1 life.

1/3

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1/3

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Scoured Barrens

Land

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

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Seymour Flux

4 B

Legendary Creature -- Spirit Avatar

At the beginning of your upkeep, you may pay 1 life. If you do, draw a card and put a +1/+1 counter on Seymour Flux.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starscape Cleric 1B Creature -- Bat Cleric Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Flying This creature can't block. Whenever you gain life, each opponent loses 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starscape Cleric 1B Creature -- Bat Cleric Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Flying This creature can't block. Whenever you gain life, each opponent loses 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starseer Mentor 3WB Creature -- Bat Warlock Flying, vigilance At the beginning of your end step, if you gained or lost life this turn, target opponent loses 3 life unless they sacrifice a nonland permanent of their choice or discard a card. 3/5 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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Vampire Nighthawk1BB Creature -- Vampire Shaman Flying Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampire Nighthawk1BB Creature -- Vampire Shaman Flying Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Final MercyBB Sorcery Choose one -- * You lose 2 life. Destroy target creature or planeswalker. * You lose 2 life. Empower Jace 6. (Put six loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Final MercyBB Sorcery Choose one -- * You lose 2 life. Destroy target creature or planeswalker. * You lose 2 life. Empower Jace 6. (Put six loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aclazotz, Deepest Betrayal3BB 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. [sideboard] 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	Cast Away Doubt2B Sorcery Draw two cards. Cast Away Doubt deals 2 damage to each player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Away Doubt2B Sorcery Draw two cards. Cast Away Doubt deals 2 damage to each player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coiling Rebirth3BB 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.) Return target creature card from your graveyard to the battlefield. Then if the gift was promised and that creature isn't legendary, create a token that's a copy of that creature, except it's 1/1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fell 1B Sorcery Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helping Hand W Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Insatiable Avarice B Sorcery Spree (Choose one or more additional costs.) + {2} -- Search your library for a card, then shuffle and put that card on top. + {B}{B} -- Target player draws three cards and loses 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Hope 2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If you would gain life, you gain that much life plus 1 instead. As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Moment of Triumph W Instant Target creature gets +2/+2 until end of turn. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment of Triumph W Instant Target creature gets +2/+2 until end of turn. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mortify 1WB Instant Destroy target creature or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mortify 1WB Instant Destroy target creature or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

⑤

Creatures you control get +1/+1.
At the beginning of your end step,
draw a card.

[sideboard]

- - - ADVENTURE - - -

②③

Search your library for a legendary creature card, reveal it, put it into your hand, then shuffle. (Then exile this card. You may cast the artifact later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Black spells you cast cost {1} less to cast.

If a nontoken creature an opponent controls would die, instead exile it and you gain 2 life.

{4}{B}{B}, {T}: Put target creature card exiled with The Darkness Crystal onto the battlefield tapped under your control with two additional +1/+1 counters on it.

[sidebar]

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