

Aclazotz, Deepest Betrayal

Card

Ac1azotz, Deepest Betrayal

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blot Out

2 B

Instant

Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.

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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.

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Castle Lothwain

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This land enters tapped unless you control a Swamp.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cling to Dust

(B)

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--**{3}{B}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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Deadly Cover-Up

3 B B

Sorcerv

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nyataro - Pioneer (Pioneer Challenge 32)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Deadly Cover-Up</div><div>3BB</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Field of Ruin

Land

{T}: Add {C}.
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searches their library for a basic
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat

① ②

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat (1)(B)

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hive of the Eye Tyrant

Land

If you control two or more other lands, this land enters tapped.

{T}: Add {B}.

{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

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Hostile Investigator (3)(B)

Creature -- Ogre Rogue Detective

When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

4/3

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Invoke Despair (1)(B)(B)(B)(B)

Sorcerv

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

<div> Invoke Despair <div> <div>1</div> <div>B</div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Invoke Despair <div> <div>1</div> <div>B</div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Invoke Despair <div> <div>1</div> <div>B</div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Liliana of the Veil <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Planeswalker -- Liliana</div> <div> <div>[+1]: Each player discards a card.</div> <div>[-2]: Target player sacrifices a creature.</div> <div>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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Reckoner Bankbuster ② Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster ② Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster ② Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster ② Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sheoldred's Edict ①B Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred's Edict ①B Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse ②BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse ②BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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<div><div>Sunken Citadel</div><div>Land -- Cave</div><div><p>This land enters tapped. As it enters, choose a color.</p><p>{T}: Add one mana of the chosen color.</p><p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunken Citadel</div><div>Land -- Cave</div><div><p>This land enters tapped. As it enters, choose a color.</p><p>{T}: Add one mana of the chosen color.</p><p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>The Celestus3</div> <div>Legendary Artifact</div> <div>If it's neither day nor night, it becomes day as The Celestus enters. {T}: Add one mana of any color. {3}, {T}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery. Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The End2BB</div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The Meathook MassacreXB</div> <div>Legendary Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>ThoughtseizeB</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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Legendary Land

Each land is a Swamp in addition to its other land types.

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① U/B U/B

Spells and abilities your opponents control can't cause their controller to search their library.

[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sidebar]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U/B U/B

Spells and abilities your opponents control can't cause their controller to search their library.

[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sidebar]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Destroy target creature with total power and toughness 5 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Extinction Event (3)(B) </div> <hr/> <div>Sorcery</div> <hr/> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kalitas, Traitor of Ghet (2)(B)(B) </div> <hr/> <div>Legendary Creature -- Vampire Warrior</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div> <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kalitas, Traitor of Ghet (2)(B)(B) </div> <hr/> <div>Legendary Creature -- Vampire Warrior</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div> <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Liliana of the Veil (1)(B)(B) </div> <hr/> <div>Legendary Planeswalker -- Liliana</div> <hr/> <p>[+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> <div> <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Necromentia (1)(B)(B) </div> <hr/> <div>Sorcery</div> <hr/> <p>Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Path of Peril (1)(B)(B) </div> <hr/> <div>Sorcery</div> <hr/> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Path of Peril (1)(B)(B) </div> <hr/> <div>Sorcery</div> <hr/> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Torpor Orb (2) </div> <hr/> <div>Artifact</div> <hr/> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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Unlicensed Hearse

②

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.

Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.

Crew 2

[sideboard]

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