

<div> <div>Aclazotz, Deepest Betrayal</div> <div>Card</div> <div></div> <div> <div>-----</div> <div>OTHER FACE</div> <div>-----</div> </div> <div>Aclazotz, Deepest Betrayal</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Bitter Triumph</div> <div> <div>1</div> <div>B</div> </div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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$$(\{T\}: \text{Add } \{G\}.)$$

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Sorcery

Choose two --

- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- * Destroy each creature with power 2 or less.
- * Return up to two creature cards from your graveyard to your hand.
- * Each opponent sacrifices a creature with the greatest power among creatures they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Phyrexian Zombie Elf

First strike, deathtouch
Whenever Glissa Sunslayer deals
combat damage to a player, choose
one --

- * You draw a card and lose 1 life.
- * Destroy target enchantment.
- * Remove up to three counters from
target permanent.

3/3

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Legendary Creature -- Phyrexian Zombie Elf

First strike, death touch
Whenever Glissa Sunslayer deals combat damage to a player, choose one --

- * You draw a card and lose 1 life.
- * Destroy target enchantment.
- * Remove up to three counters from target permanent.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Phyrexian Zombie Elf

First strike, deathtouch
Whenever Glissa Sunslayer deals combat damage to a player, choose one --

- * You draw a card and lose 1 life.
- * Destroy target enchantment.
- * Remove up to three counters from target permanent.

3/3

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Instant

Destroy target nonartifact creature.

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<div> Go for the Throat 1B </div> <div> Instant </div> <div> Destroy target nonartifact creature. </div> <div> 3/3 </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> Graveyard Glutton </div> <div> Creature -- Werewolf </div> <div> 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.) </div> <div> 4/4 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Graveyard Trespasser 2B </div> <div> Creature -- Human Werewolf </div> <div> 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.) </div> <div> 3/3 </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> Graveyard Glutton </div> <div> Creature -- Werewolf </div> <div> 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.) </div> <div> 4/4 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Graveyard Trespasser 2B </div> <div> Creature -- Human Werewolf </div> <div> 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.) </div> <div> 3/3 </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> Graveyard Glutton </div> <div> Creature -- Werewolf </div> <div> 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.) </div> <div> 4/4 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Graveyard Trespasser 2B </div> <div> Creature -- Human Werewolf </div> <div> 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.) </div> <div> 3/3 </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> Graveyard Glutton </div> <div> Creature -- Werewolf </div> <div> 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.) </div> <div> 4/4 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Hostile Investigator 3B </div> <div> Creature -- Ogre Rogue Detective </div> <div> 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.") </div> <div> 4/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Hostile Investigator 3B </div> <div> Creature -- Ogre Rogue Detective </div> <div> 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.") </div> <div> 4/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Hostile Investigator 3B </div> <div> Creature -- Ogre Rogue Detective </div> <div> 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.") </div> <div> 4/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Liliana of the Veil 1BB </div> <div> Legendary Planeswalker -- Liliana </div> <div> [+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. </div> <div> L 3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div>Liliana of the Veil 1B3</div><div>Legendary Planeswalker -- Liliana</div><div>[+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.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mosswood Dreadknight 1G</div><div>Creature -- Human Knight</div><div>Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div><div>3/2</div><div>----- ADVENTURE -----</div><div><div>Dread Whispers 1B</div><div>Sorcery -- Adventure</div><div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Mosswood Dreadknight 1G</div><div>Creature -- Human Knight</div><div>Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div><div>3/2</div><div>----- ADVENTURE -----</div><div><div>Dread Whispers 1B</div><div>Sorcery -- Adventure</div><div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Mosswood Dreadknight 1G</div><div>Creature -- Human Knight</div><div>Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div><div>3/2</div><div>----- ADVENTURE -----</div><div><div>Dread Whispers 1B</div><div>Sorcery -- Adventure</div><div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div> <div>Mosswood Dreadknight</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> </div> <div> <div>3/2</div> </div> <div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div> <div>1</div> <div>B</div> </div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Restless Cottage</div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {B} or {G}.</div> <div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div> <div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Restless Cottage</div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {B} or {G}.</div> <div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div> <div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Restless Cottage</div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {B} or {G}.</div> <div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div> <div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

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Tranquil Frillback (2) (G)

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

3/3

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Cut Down (B)

Instant

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

[sideboard]

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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.

[sidebar]

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Gix's Command (3)(B)(B)

Sorcery

Choose two --

- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- * Destroy each creature with power 2 or less.
- * Return up to two creature cards from your graveyard to your hand.
- * Each opponent sacrifices a creature with the greatest power among creatures they control.

[sideboard]

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Liliana of the Veil (1)(B)(B)

Legendary Planeswalker -- Liliana

- [+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.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Liliana of the Veil 1BB</div> <div>Legendary Planeswalker -- Liliana</div> <div>[+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.</div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Nissa, Ascended Animist 3GGGP</div> <div>Legendary Planeswalker -- Nissa</div> <div>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</div> <div>[sideboard]</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Path of Peril 1BB</div> <div>Sorcery</div> <div>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].</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Path of Peril 1BB</div> <div>Sorcery</div> <div>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].</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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2 G

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

3/3

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②

{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

*** / ***

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②

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