

Aclazotz, Deepest Betrayal

Card

Acłazotz, 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.

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

Castle Lothwain

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

Demolition Field

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land:
Destroy target nonbasic land an
opponent controls. That land's
controller may search their library
for a basic land card, put it onto
the battlefield, then shuffle. You
may search your library for a basic
land card, put it onto the
battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demolition Field

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land:
Destroy target nonbasic land an
opponent controls. That land's
controller may search their library
for a basic land card, put it onto
the battlefield, then shuffle. You
may search your library for a basic
land card, put it onto the
battlefield, then shuffle.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div><div><div><div></div><div>Duress</div><div>B</div></div></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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Fatal Push</div><div>B</div></div></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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Fatal Push</div><div>B</div></div></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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Fatal Push</div><div>B</div></div></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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div><div><div><div></div><div>Fatal Push</div><div>B</div></div></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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Field of Ruin</div><div></div></div></div><div><div>Land</div><div>{T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Field of Ruin</div><div></div></div></div><div><div>Land</div><div>{T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Field of Ruin</div><div></div></div></div><div><div>Land</div><div>{T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Geier Reach Sanitarium</div><div>Legendary Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}: Each player draws a card, then discards a card.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Geier Reach Sanitarium</div><div>Legendary Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}: Each player draws a card, then discards a card.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Gisa, the Hellraiser (3)(B)(B)</div><div>Legendary Creature -- Human Warlock</div><div><p>Ward--{2}, Pay 2 life.</p><p>Skeletons and Zombies you control get +1/+1 and have menace.</p><p>Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn.</p><p>(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</p></div><div>4/4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Go Blank (2)(B)</div><div>Sorcery</div><div><p>Target player discards two cards.</p><p>Then exile that player's graveyard.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Go Blank (2)(B)</div><div>Sorcery</div><div><p>Target player discards two cards.</p><p>Then exile that player's graveyard.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Go Blank (2)(B)</div><div>Sorcery</div><div><p>Target player discards two cards.</p><p>Then exile that player's graveyard.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hive of the Eye Tyrant</div><div>Land</div><div><p>If you control two or more other lands, this land enters tapped.</p><p>{T}: Add {B}.</p><p>{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.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hive of the Eye Tyrant</div><div>Land</div><div><p>If you control two or more other lands, this land enters tapped.</p><p>{T}: Add {B}.</p><p>{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.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Hostile Investigator ③② 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.") <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hostile Investigator ③② 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.") <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invoke Despair ①②②②② 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. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaervek, the Punisher ①②② Legendary Creature -- Human Warlock Whenever you commit a crime, exile up to one target black card from your graveyard and copy it. You may cast the copy. If you do, you lose 2 life. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime. Copies of permanent spells become tokens.) <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kaervek, the Punisher ①②② Legendary Creature -- Human Warlock Whenever you commit a crime, exile up to one target black card from your graveyard and copy it. You may cast the copy. If you do, you lose 2 life. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime. Copies of permanent spells become tokens.) <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana of the Veil ①②② 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. <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana of the Veil ①②② 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. <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana of the Veil ①②② 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. <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Long Goodbye</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Long Goodbye</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sheoldred's Edict</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sheoldred's Edict</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Sheoldred, the Apocalypse</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>4/5</div></div>	<div><div>Sunken Citadel</div></div> <div><div>Land -- Cave</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sunken Citadel</div></div> <div><div>Land -- Cave</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thoughtseize</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>
<div>Thoughtseize</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>	<div>Thoughtseize</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>	<div>Thoughtseize</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>	<div>Urborg, Tomb of Yawgmoth</div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Waste Not</div><div>1B</div></div><div>Enchantment</div><div>Whenever an opponent discards a creature card, create a 2/2 black Zombie creature token. Whenever an opponent discards a land card, add {B}{B}. Whenever an opponent discards a noncreature, nonland card, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Waste Not</div><div>1B</div></div><div>Enchantment</div><div>Whenever an opponent discards a creature card, create a 2/2 black Zombie creature token. Whenever an opponent discards a land card, add {B}{B}. Whenever an opponent discards a noncreature, nonland card, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Waste Not</div><div>1B</div></div><div>Enchantment</div><div>Whenever an opponent discards a creature card, create a 2/2 black Zombie creature token. Whenever an opponent discards a land card, add {B}{B}. Whenever an opponent discards a noncreature, nonland card, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Waste Not</div><div>1B</div></div><div>Enchantment</div><div>Whenever an opponent discards a creature card, create a 2/2 black Zombie creature token. Whenever an opponent discards a land card, add {B}{B}. Whenever an opponent discards a noncreature, nonland card, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Blot Out</div><div>2B</div></div><div>Instant</div><div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blot Out</div><div>2B</div></div><div>Instant</div><div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Extinction Event</div><div>3B</div></div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Extinction Event</div><div>3B</div></div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Necromentia (1)(B)(B)</div> <div>Sorcery</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Path of Peril (1)(B)(B)</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 (1)(B)(B)</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>Tainted Remedy (2)(B)</div> <div>Enchantment</div> <div>If an opponent would gain life, that player loses that much life instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tainted Remedy (2)(B)</div> <div>Enchantment</div> <div>If an opponent would gain life, that player loses that much life instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>The End</div><div>2BB</div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <td><div><div><div>The End</div><div>2BB</div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><td><div><div><div>The Meathook Massacre</div><div>XBB</div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><td></td></td></td>	<div><div><div>The End</div><div>2BB</div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <td><div><div><div>The Meathook Massacre</div><div>XBB</div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><td></td></td>	<div><div><div>The Meathook Massacre</div><div>XBB</div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <td></td>	
--	---	--	--