

Corpses of the Lost 2 B Enchantment Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corpses of the Lost 2 B Enchantment Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corpses of the Lost 2 B Enchantment Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corpses of the Lost 2 B Enchantment Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Desolation Prowler 1 B Creature -- Wolf Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desolation Prowler 1 B Creature -- Wolf Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desolation Prowler 1 B Creature -- Wolf Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desolation Prowler 1 B Creature -- Wolf Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dissection Practice B Instant Target opponent loses 1 life and you gain 1 life. Up to one target creature gets +1/+1 until end of turn. Up to one target creature gets -1/-1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dissection Practice B Instant Target opponent loses 1 life and you gain 1 life. Up to one target creature gets +1/+1 until end of turn. Up to one target creature gets -1/-1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dissection Practice B Instant Target opponent loses 1 life and you gain 1 life. Up to one target creature gets +1/+1 until end of turn. Up to one target creature gets -1/-1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dissection Practice B Instant Target opponent loses 1 life and you gain 1 life. Up to one target creature gets +1/+1 until end of turn. Up to one target creature gets -1/-1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forsaken Miner B Creature -- Skeleton Rogue This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forsaken Miner B Creature -- Skeleton Rogue This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forsaken Miner B Creature -- Skeleton Rogue This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forsaken Miner B Creature -- Skeleton Rogue This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gollum, Riddle Master ①② Legendary Creature -- Halfling Horror As Gollum enters, choose odd or even. (Zero is even.) Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen -- * Put a +1/+1 counter on Gollum. * Each opponent loses 2 life and you gain 2 life. * Draw a card. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gollum, Riddle Master ①② Legendary Creature -- Halfling Horror As Gollum enters, choose odd or even. (Zero is even.) Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen -- * Put a +1/+1 counter on Gollum. * Each opponent loses 2 life and you gain 2 life. * Draw a card. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gollum, Riddle Master ①② Legendary Creature -- Halfling Horror As Gollum enters, choose odd or even. (Zero is even.) Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen -- * Put a +1/+1 counter on Gollum. * Each opponent loses 2 life and you gain 2 life. * Draw a card. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iridescent Vinelasher ② Creature -- Lizard Assassin Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Iridescent Vinelasher ② Creature -- Lizard Assassin Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iridescent Vinelasher ② Creature -- Lizard Assassin Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iridescent Vinelasher ② Creature -- Lizard Assassin Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mudflat Village Land {T}: Add {C}. {T}: Add {B}. Spend this mana only to cast a creature spell. {1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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Creature -- Wolf

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Shoot the Sheriff Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot the Sheriff Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot the Sheriff Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sunset Saboteur 1 B Creature -- Human Rogue Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunset Saboteur 1 B Creature -- Human Rogue Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 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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Day of Black SunXB Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Black SunXB Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Black SunXB Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	DuressB 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 PLAYbotbox.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	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	Elegy Acolyte (2)(B)(B) Creature -- Human Cleric Lifelink Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life. Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elegy Acolyte (2)(B)(B) Creature -- Human Cleric Lifelink Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life. Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gollum, Riddle Master (1)(B) Legendary Creature -- Halfling Horror As Gollum enters, choose odd or even. (Zero is even.) Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen -- * Put a +1/+1 counter on Gollum. * Each opponent loses 2 life and you gain 2 life. * Draw a card. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requiting Hex (B) Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requiting Hex (B) Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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