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| <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Blazemire Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Blazemire Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Blazemire Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Blazemire Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |

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| <p><b>Case of the Stashed Skeleton</b> ① ②</p> <hr/> <p>Enchantment -- Case</p> <hr/> <p>When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)<br/>         To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)<br/>         Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Case of the Stashed Skeleton</b> ① ②</p> <hr/> <p>Enchantment -- Case</p> <hr/> <p>When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)<br/>         To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)<br/>         Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Case of the Stashed Skeleton</b> ① ②</p> <hr/> <p>Enchantment -- Case</p> <hr/> <p>When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)<br/>         To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)<br/>         Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Case of the Stashed Skeleton</b> ① ②</p> <hr/> <p>Enchantment -- Case</p> <hr/> <p>When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)<br/>         To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)<br/>         Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |
| <p><b>Corpses of the Lost</b> ② ③</p> <hr/> <p>Enchantment</p> <hr/> <p>Skeletons you control get +1/+0 and have haste.<br/>         When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.<br/>         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.<br/>         (You descended if a permanent card was put into your graveyard from anywhere.)</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>             | <p><b>Corpses of the Lost</b> ② ③</p> <hr/> <p>Enchantment</p> <hr/> <p>Skeletons you control get +1/+0 and have haste.<br/>         When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.<br/>         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.<br/>         (You descended if a permanent card was put into your graveyard from anywhere.)</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>             | <p><b>Corpses of the Lost</b> ② ③</p> <hr/> <p>Enchantment</p> <hr/> <p>Skeletons you control get +1/+0 and have haste.<br/>         When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.<br/>         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.<br/>         (You descended if a permanent card was put into your graveyard from anywhere.)</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>             | <p><b>Corpses of the Lost</b> ② ③</p> <hr/> <p>Enchantment</p> <hr/> <p>Skeletons you control get +1/+0 and have haste.<br/>         When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.<br/>         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.<br/>         (You descended if a permanent card was put into your graveyard from anywhere.)</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>             |

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| <div><div><div>Darkstar Augur</div><div><div>2</div><div>B</div></div></div><div>Creature -- Bat Warlock</div><div>Offspring {B} (You may pay an additional {B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Flying<br/>At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div><div>Darkstar Augur</div><div><div>2</div><div>B</div></div></div><div>Creature -- Bat Warlock</div><div>Offspring {B} (You may pay an additional {B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Flying<br/>At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div><div>Disturbing Mirth</div><div><div>B</div><div>R</div></div></div><div>Enchantment</div><div>When this enchantment enters, you may sacrifice another enchantment or creature. If you do, draw two cards. When you sacrifice this enchantment, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Disturbing Mirth</div><div><div>B</div><div>R</div></div></div><div>Enchantment</div><div>When this enchantment enters, you may sacrifice another enchantment or creature. If you do, draw two cards. When you sacrifice this enchantment, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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**B**

As an additional cost to cast this spell, sacrifice a creature or enchantment.  
Exile target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

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 PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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| <p><b>Nowhere to Run</b> (1)(B)</p> <p>Enchantment</p> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nowhere to Run</b> (1)(B)</p> <p>Enchantment</p> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nowhere to Run</b> (1)(B)</p> <p>Enchantment</p> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Spiteful Hexmage</b> (B)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, create a Cursed Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.)</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Spiteful Hexmage</b> (B)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, create a Cursed Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.)</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                | <p><b>Spiteful Hexmage</b> (B)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, create a Cursed Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.)</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                | <p><b>Spiteful Hexmage</b> (B)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, create a Cursed Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.)</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                | <p><b>Sulfurous Springs</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}: Add {B} or {R}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                         |

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>                                                        | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Torch the Tower<sup>®</sup></div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Torch the Tower</div> <div>R</div> </div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                          | <div> <div>Torch the Tower</div> <div>R</div> </div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torch the Tower</div> <div>R</div> </div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Undead Sprinter</div> <div>B R</div> </div> <div>Creature -- Zombie</div> <div> <p>Trample, haste</p> <p>You may cast this card from your graveyard if a non-Zombie creature died this turn. If you do, this creature enters with a +1/+1 counter on it.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                  |
| <div> <div>At Knifepoint</div> <div>1 B R</div> </div> <div>Enchantment</div> <div> <p>During your turn, outlaws you control have first strike.</p> <p>(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)</p> <p>Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."</p> <p>This ability triggers only once each turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Caught in the Crossfire</div> <div>R R</div> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Caught in the Crossfire deals 2 damage to each outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)</p> <p>+ {1} -- Caught in the Crossfire deals 2 damage to each non-outlaw creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     | <div> <div>Caught in the Crossfire</div> <div>R R</div> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Caught in the Crossfire deals 2 damage to each outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)</p> <p>+ {1} -- Caught in the Crossfire deals 2 damage to each non-outlaw creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     | <div> <div>Caught in the Crossfire</div> <div>R R</div> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Caught in the Crossfire deals 2 damage to each outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)</p> <p>+ {1} -- Caught in the Crossfire deals 2 damage to each non-outlaw creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

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Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

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2 B

## Deathtouch

Whenever this creature deals combat damage to a player, they lose half their life, rounded up.

When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.

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2 B

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Choose one --
* Destroy target artifact.
* Change the target of target spell
or ability with a single target.
* One or two target creatures can't
block this turn.
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| <div> <div> <b>Untimely Malfunction</b> <div> <div>1</div> <div>R</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Change the target of target spell or ability with a single target.</li> <li>* One or two target creatures can't block this turn.</li> </ul> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Withering Torment</b> <div> <div>2</div> <div>B</div> </div> </div> <div> Instant </div> <div> Destroy target creature or enchantment. You lose 2 life. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Withering Torment</b> <div> <div>2</div> <div>B</div> </div> </div> <div> Instant </div> <div> Destroy target creature or enchantment. You lose 2 life. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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