

Adaptive Automaton 3 Artifact Creature -- Construct As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Other creatures you control of the chosen type get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adaptive Automaton 3 Artifact Creature -- Construct As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Other creatures you control of the chosen type get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adaptive Automaton 3 Artifact Creature -- Construct As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Other creatures you control of the chosen type get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Case of the Stashed Skeleton 1B Enchantment -- Case When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.) To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.) Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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

Insatiable Avarice B Sorcery Spree (Choose one or more additional costs.) + {2} -- Search your library for a card, then shuffle and put that card on top. + {B}{B} -- Target player draws three cards and loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Insatiable Avarice B Sorcery Spree (Choose one or more additional costs.) + {2} -- Search your library for a card, then shuffle and put that card on top. + {B}{B} -- Target player draws three cards and loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stab B Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stab B Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stab B Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Strategic Betrayal ①B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal ①B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal ①B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sugar Rush ①B Instant Target creature gets +3/+0 until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sugar Rush ①B Instant Target creature gets +3/+0 until end of turn. Draw a card. 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	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Swamp Basic Land -- Swamp {T}: Add {B}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinybones, the Pickpocket B Legendary Creature -- Skeleton Rogue Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinybones, the Pickpocket B Legendary Creature -- Skeleton Rogue Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinybones, the Pickpocket B Legendary Creature -- Skeleton Rogue Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Feed the Swarm 1B Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feed the Swarm 1B Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feed the Swarm 1B Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glistening Deluge 1BB Sorcery All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 B B

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① ②

Destroy target non-outlaw creature.
(Assassins, Mercenaries, Pirates,
Rogues, and Warlocks are outlaws.
Everyone else is fair game.)

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① ②

Target creature gets +3/+0 until end of turn.
Draw a card.

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Draw a card.

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B

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

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Worthy Cost B Sorcery As an additional cost to cast this spell, sacrifice a creature. Exile target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worthy Cost B Sorcery As an additional cost to cast this spell, sacrifice a creature. Exile target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worthy Cost B Sorcery As an additional cost to cast this spell, sacrifice a creature. Exile target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	