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When Circuit Mender enters, you gain 3 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When Circuit Mender enters, you gain 3 life.

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①

When Haywire Mite dies, you gain 3 life.

1/2

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When Haywire Mite dies, you gain 3 life.

1/2

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3 B

Whenever one or more cards leave your graveyard, create a 2/2 black Horror enchantment creature token. This ability triggers only once each turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

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When you unlock this door, return target creature card from your graveyard to your hand.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

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Defiled Crypt 3B Enchantment -- Room Whenever one or more cards leave your graveyard, create a 2/2 black Horror enchantment creature token. This ability triggers only once each turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- - - - RIGHT HALF - - - Cadaver Lab B Enchantment -- Room When you unlock this door, return target creature card from your graveyard to your hand. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defiled Crypt 3B Enchantment -- Room Whenever one or more cards leave your graveyard, create a 2/2 black Horror enchantment creature token. This ability triggers only once each turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- - - - RIGHT HALF - - - Cadaver Lab B Enchantment -- Room When you unlock this door, return target creature card from your graveyard to your hand. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Insidious Roots B G Enchantment Creature tokens you control have "{T}": Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Liquimetal Coating 2 Artifact {T}: Target permanent becomes an artifact in addition to its other types until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Liquimetal Coating 2 Artifact {T}: Target permanent becomes an artifact in addition to its other types until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Liquimetal Coating 2 Artifact {T}: Target permanent becomes an artifact in addition to its other types until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Liquimetal Coating 2 Artifact {T}: Target permanent becomes an artifact in addition to its other types until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outland Liberator 1 G Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/2 --- BACK FACE --- Frenzied Trapbreaker Creature -- Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Outland Liberator ①⑥ Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/2 ----- BACK FACE ----- Frenzied Trapbreaker Creature -- Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outland Liberator ①⑥ Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/2 ----- BACK FACE ----- Frenzied Trapbreaker Creature -- Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outland Liberator ①⑥ Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/2 ----- BACK FACE ----- Frenzied Trapbreaker Creature -- Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Reclamation Ⓑ Enchantment {1}{B}, Pay 2 life: Return target creature card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Phyrexian Reclamation Ⓑ Enchantment {1}{B}, Pay 2 life: Return target creature card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Revitalizing Repast ⑥⑧ Instant Put a +1/+1 counter on target creature. It gains indestructible until end of turn. ----- BACK FACE ----- Old-Growth Grove Land This land enters tapped. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Revitalizing Repast ⑥⑧ Instant Put a +1/+1 counter on target creature. It gains indestructible until end of turn. ----- BACK FACE ----- Old-Growth Grove Land This land enters tapped. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stitcher's Supplier Ⓑ Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stitcher's Supplier B Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Tear Asunder Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tear Asunder Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undead Butler Creature -- Zombie When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) When this creature dies, you may exile it. When you do, return target creature card from your graveyard to your hand. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undead Butler Creature -- Zombie When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) When this creature dies, you may exile it. When you do, return target creature card from your graveyard to your hand. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.)

Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.

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(B)

Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.)

Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.

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Land

$\{T\}$: Add $\{B\}$ or $\{G\}$.

{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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Land

$\{T\}$: Add $\{B\}$ or $\{G\}$.

{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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When Haywire Mite dies, you gain 3 life.

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{G}, Sacrifice Haywire Mite: Exile
target noncreature artifact or
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{G}, Sacrifice Haywire Mite: Exile target noncreature artifact or noncreature enchantment.

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

[sideboard]

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[sideboard]

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Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extract a Confession 1B Sorcery As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extract a Confession 1B Sorcery As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mire Triton 1B Creature -- Zombie Merfolk Deathtouch When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mire Triton 1B Creature -- Zombie Merfolk Deathtouch When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Night Clubber 1BB Creature -- Human Warrior When this creature enters, creatures your opponents control get -1/-1 until end of turn. Blitz {2}{B} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Night Clubber 1BB Creature -- Human Warrior When this creature enters, creatures your opponents control get -1/-1 until end of turn. Blitz {2}{B} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stone of Erech 1 Legendary Artifact If a creature an opponent controls would die, exile it instead. {2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stone of Erech 1 Legendary Artifact If a creature an opponent controls would die, exile it instead. {2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	