

Corroding Dragonstorm ①Ⓑ

Enchantment

When this enchantment enters, each opponent loses 2 life and you gain 2 life. **Surveil 2.** (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) When a Dragon you control enters, return this enchantment to its owner's hand.

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Corroding Dragonstorm ①Ⓑ

Enchantment

When this enchantment enters, each opponent loses 2 life and you gain 2 life. **Surveil 2.** (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) When a Dragon you control enters, return this enchantment to its owner's hand.

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Corroding Dragonstorm ①B

Enchantment

When this enchantment enters, each opponent loses 2 life and you gain 2 life. **Surveil 2.** (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) When a Dragon you control enters, return this enchantment to its owner's hand.

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Corroding Dragonstorm (1)(B)

Enchantment

When this enchantment enters, each opponent loses 2 life and you gain 2 life. **Surveil 2.** (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) When a Dragon you control enters, return this enchantment to its owner's hand.

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Desperate Measures (B)

Instant

Target creature gets +1/-1 until end of turn. When it dies under your control this turn, draw two cards.

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Dream Beavers

Creature -- Beaver Nightmare

Flying
When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

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Dream Beavers

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1/1

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Dream Beavers (B) Creature -- Beaver Nightmare Flying When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dream Beavers (B) Creature -- Beaver Nightmare Flying When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ebondeath, Dracolich (2)(B)(B) Legendary Creature -- Zombie Dragon Flash Flying Ebondeath enters tapped. You may cast this card from your graveyard if a creature not named Ebondeath, Dracolich died this turn. 5/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ebondeath, Dracolich (2)(B)(B) Legendary Creature -- Zombie Dragon Flash Flying Ebondeath enters tapped. You may cast this card from your graveyard if a creature not named Ebondeath, Dracolich died this turn. 5/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Etched Familiar (2)(B) Artifact Creature -- Phyrexian Fox When this creature dies, each opponent loses 2 life and you gain 2 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etched Familiar (2)(B) Artifact Creature -- Phyrexian Fox When this creature dies, each opponent loses 2 life and you gain 2 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exsanguinate (X)(B)(B) Sorcery Each opponent loses X life. You gain life equal to the life lost this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

B

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.

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Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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(B)

When this creature dies, it deals 1 damage to any target and you gain 1 life.

1/1

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1/1

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1/1

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① ⑧

Gollum can't block.
When Gollum enters, exile up to one target card from an opponent's graveyard. Each opponent loses 2 life.
{2}, Sacrifice an artifact or creature: Return this card from your graveyard to your hand. Activate only as a sorcery.

2/2

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① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gollum the Abandoned ① ② Legendary Creature -- Halfling Horror Gollum can't block. When Gollum enters, exile up to one target card from an opponent's graveyard. Each opponent loses 2 life. {2}, Sacrifice an artifact or creature: Return this card from your graveyard to your hand. Activate only as a sorcery. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gollum the Abandoned ① ② Legendary Creature -- Halfling Horror Gollum can't block. When Gollum enters, exile up to one target card from an opponent's graveyard. Each opponent loses 2 life. {2}, Sacrifice an artifact or creature: Return this card from your graveyard to your hand. Activate only as a sorcery. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hopeless Nightmare ② Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hopeless Nightmare ② Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Knight of Dusk's Shadow ① ② Creature -- Human Knight Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Dusk's Shadow ① ② Creature -- Human Knight Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Dusk's Shadow ① ② Creature -- Human Knight Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Dusk's Shadow ① ② Creature -- Human Knight Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiply by Zero 1 B Instant Target creature has base power and toughness 0/0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Multiply by Zero 1 B Instant Target creature has base power and toughness 0/0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Multiply by Zero 1 B Instant Target creature has base power and toughness 0/0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Multiply by Zero 1 B Instant Target creature has base power and toughness 0/0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scavenger Grounds Land -- Desert {T}: Add {C}. {2}, {T}, Sacrifice a Desert: Exile all graveyards. 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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B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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② ③

Whenever you gain life, target opponent loses that much life.

{3}{B}{B}: Creatures you control gain lifelink until end of turn.

1/3

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② ③

Whenever you gain life, target opponent loses that much life.

{3}{B}{B}: Creatures you control gain lifelink until end of turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose one --

- * Target opponent reveals their hand. You may choose a creature, enchantment, or planeswalker card from it. That player discards that card.
- * Target opponent sacrifices an enchantment of their choice.

[sidebar]

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① ② B

Choose one --

- * Target opponent reveals their hand. You may choose a creature, enchantment, or planeswalker card from it. That player discards that card.
- * Target opponent sacrifices an enchantment of their choice.

[sideboard]

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B

Creature tokens get -1/-1.

[sidebar]

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Mai, Scornful Striker ①② Legendary Creature -- Human Noble Ally First strike Whenever a player casts a noncreature spell, they lose 2 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mai, Scornful Striker ①② Legendary Creature -- Human Noble Ally First strike Whenever a player casts a noncreature spell, they lose 2 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle ① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle ① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pithing Needle ① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ratchet Bomb ② Artifact {T}: Put a charge counter on this artifact. {T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ratchet Bomb ② Artifact {T}: Put a charge counter on this artifact. {T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorlash Transmogrant ② Artifact Creature -- Zombie This creature can't block. {4}{B}{B}: Return this card from your graveyard to the battlefield with a +1/+1 counter on it. This ability costs {4} less to activate if an opponent controls four or more nonbasic lands. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

