

<div> <div> Corpses of the Lost <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste.</p> <p>When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.</p> <p>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.</p> <p>(You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Corpses of the Lost <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste.</p> <p>When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.</p> <p>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.</p> <p>(You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Corpses of the Lost <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste.</p> <p>When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.</p> <p>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.</p> <p>(You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Corpses of the Lost <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste.</p> <p>When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.</p> <p>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.</p> <p>(You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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2 B B

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.

4/4

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4/4

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

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(B)

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<p>Forsaken Miner (B)</p> <p>Creature -- Skeleton Rogue</p> <p>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.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Gollum, Riddle Master (1)(B)</p> <p>Legendary Creature -- Halfling Horror</p> <p>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 --</p> <ul style="list-style-type: none"> * Put a +1/+1 counter on Gollum. * Each opponent loses 2 life and you gain 2 life. * Draw a card. <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Iridescent Vinelasher (B)</p> <p>Creature -- Lizard Assassin</p> <p>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.)</p> <p>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Iridescent Vinelasher (B)</p> <p>Creature -- Lizard Assassin</p> <p>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.)</p> <p>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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<div>Shoot the Sheriff</div> <div>Instant</div> <div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Shoot the Sheriff</div> <div>Instant</div> <div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Soulstone Sanctuary</div> <div>Land</div> <div>{T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Soulstone Sanctuary</div> <div>Land</div> <div>{T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Sunset Saboteur</div> <div>Creature -- Human Rogue</div> <div>Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.</div> <div>4/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunset Saboteur</div> <div>Creature -- Human Rogue</div> <div>Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.</div> <div>4/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunset Saboteur</div> <div>Creature -- Human Rogue</div> <div>Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.</div> <div>4/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunset Saboteur</div> <div>Creature -- Human Rogue</div> <div>Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.</div> <div>4/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div>DuressB</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Karn, Argent Defender2</div> <div>Legendary Artifact Creature -- Golem</div> <div>Artifacts and creatures entering the battlefield don't cause abilities to trigger.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Karn, Argent Defender2</div> <div>Legendary Artifact Creature -- Golem</div> <div>Artifacts and creatures entering the battlefield don't cause abilities to trigger.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Karn, Argent Defender2</div> <div>Legendary Artifact Creature -- Golem</div> <div>Artifacts and creatures entering the battlefield don't cause abilities to trigger.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

① B

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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