

<div><div>Corpses of the Lost</div><div><div>2</div><div>B</div></div></div> <div>Enchantment</div> <div>Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. 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. (You descended if a permanent card was put into your graveyard from anywhere.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Corpses of the Lost</div><div><div>2</div><div>B</div></div></div> <div>Enchantment</div> <div>Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. 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. (You descended if a permanent card was put into your graveyard from anywhere.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Corpses of the Lost</div><div><div>2</div><div>B</div></div></div> <div>Enchantment</div> <div>Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. 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. (You descended if a permanent card was put into your graveyard from anywhere.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Corpses of the Lost</div><div><div>2</div><div>B</div></div></div> <div>Enchantment</div> <div>Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. 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. (You descended if a permanent card was put into your graveyard from anywhere.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Desolation Prowler</div><div><div>1</div><div>B</div></div></div> <div>Creature -- Wolf</div> <div>Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Desolation Prowler</div><div><div>1</div><div>B</div></div></div> <div>Creature -- Wolf</div> <div>Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Desolation Prowler</div><div><div>1</div><div>B</div></div></div> <div>Creature -- Wolf</div> <div>Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Desolation Prowler</div><div><div>1</div><div>B</div></div></div> <div>Creature -- Wolf</div> <div>Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Dissection Practice (B) </div> <div> Instant </div> <div> <p>Target opponent loses 1 life and you gain 1 life.</p> <p>Up to one target creature gets +1/+1 until end of turn.</p> <p>Up to one target creature gets -1/-1 until end of turn.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dissection Practice (B) </div> <div> Instant </div> <div> <p>Target opponent loses 1 life and you gain 1 life.</p> <p>Up to one target creature gets +1/+1 until end of turn.</p> <p>Up to one target creature gets -1/-1 until end of turn.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Forsaken Miner (B) </div> <div> Creature -- Skeleton Rogue </div> <div> <p>This creature can't block.</p> <p>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> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Forsaken Miner (B) </div> <div> Creature -- Skeleton Rogue </div> <div> <p>This creature can't block.</p> <p>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> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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<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.) 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.) 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.) 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.) 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>Lich's Relic (B)</p> <p>Artifact -- Equipment</p> <p>When this Equipment enters, you may pay {2}. When you do, for each opponent, destroy up to one target creature or planeswalker that player controls. Equipped creature gets +2/+1. Equip {2}</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Lich's Relic (B)</p> <p>Artifact -- Equipment</p> <p>When this Equipment enters, you may pay {2}. When you do, for each opponent, destroy up to one target creature or planeswalker that player controls. Equipped creature gets +2/+1. Equip {2}</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Lich's Relic (B)</p> <p>Artifact -- Equipment</p> <p>When this Equipment enters, you may pay {2}. When you do, for each opponent, destroy up to one target creature or planeswalker that player controls. Equipped creature gets +2/+1. Equip {2}</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Nighthowl Pursuer (B)</p> <p>Creature -- Wolf</p> <p>Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div><div>Nighthowl Pursuer</div><div>ⓑ</div></div><div>Creature -- Wolf</div><div>Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Nighthowl Pursuer</div><div>ⓑ</div></div><div>Creature -- Wolf</div><div>Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Nighthowl Pursuer</div><div>ⓑ</div></div><div>Creature -- Wolf</div><div>Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Realm of Koh</div></div><div>Land</div><div>This land enters tapped unless you control a basic land. {T}: Add {B}. {3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Realm of Koh</div></div><div>Land</div><div>This land enters tapped unless you control a basic land. {T}: Add {B}. {3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Requiting Hex</div><div>ⓑ</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Requiting Hex</div><div>ⓑ</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Requiting Hex</div><div>ⓑ</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>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>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</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>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>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>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><div><div>Elegy Acolyte</div><div>②B B</div></div><div><div>Creature -- Human Cleric</div><div></div></div><div><div>Lifelink</div><div>Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life.</div><div>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.</div><div>[sideboard]</div><div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Elegy Acolyte</div><div>②B B</div></div><div><div>Creature -- Human Cleric</div><div></div></div><div><div>Lifelink</div><div>Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life.</div><div>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.</div><div>[sideboard]</div><div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Karn, Argent Defender</div><div>②</div></div><div><div>Legendary Artifact Creature -- Golem</div><div></div></div><div><div>Artifacts and creatures entering the battlefield don't cause abilities to trigger.</div><div>[sideboard]</div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Karn, Argent Defender</div><div>②</div></div><div><div>Legendary Artifact Creature -- Golem</div><div></div></div><div><div>Artifacts and creatures entering the battlefield don't cause abilities to trigger.</div><div>[sideboard]</div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
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<div><div>Terminal Criticism</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Terminal Criticism</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Terminal Criticism</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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