

<div><div><div>Cecil, Dark Knight</div><div>2B</div></div><div>Legendary Creature -- Human Knight</div><div>Deathtouch Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it.</div><div>2/3</div><div>BACK FACE</div><div>Cecil, Redeemed Paladin</div><div>Legendary Creature -- Human Knight</div><div>Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Cecil, Dark Knight</div><div>2B</div></div><div>Legendary Creature -- Human Knight</div><div>Deathtouch Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it.</div><div>2/3</div><div>BACK FACE</div><div>Cecil, Redeemed Paladin</div><div>Legendary Creature -- Human Knight</div><div>Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Corpses of the Lost</div><div>2B</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>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Corpses of the Lost</div><div>2B</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>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Corpses of the Lost</div><div>2B</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>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Corpses of the Lost</div><div>2B</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>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> Forsaken Miner (B) </div> <div> Creature -- Skeleton Rogue </div> <div> <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> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Gollum, Riddle Master (1)(B) </div> <div> Legendary Creature -- Halfling Horror </div> <div> <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. </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Gollum the Abandoned (1)(B) </div> <div> Legendary Creature -- Halfling Horror </div> <div> <p>Gollum can't block. When Gollum enters, exile up to one target card from an opponent's graveyard. Each opponent loses 2 life.</p> <p>{2}, Sacrifice an artifact or creature: Return this card from your graveyard to your hand. Activate only as a sorcery.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Lich's Relic (B) </div> <div> Artifact -- Equipment </div> <div> <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> </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Lich's Relic (B) </div> <div> Artifact -- Equipment </div> <div> <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> </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Mai, Scornful Striker (1)(B) </div> <div> Legendary Creature -- Human Noble Ally </div> <div> <p>First strike</p> <p>Whenever a player casts a noncreature spell, they lose 2 life.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Nighthowl Pursuer (B) </div> <div> Creature -- Wolf </div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>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> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Nighthowl Pursuer (B) </div> <div> Creature -- Wolf </div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>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> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Nighthowl Pursuer B <hr/> Creature -- Wolf <hr/> 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 style="text-align: right; border: 1px solid black; padding: 2px; width: fit-content; margin: 10px auto;">1/1</div> <div style="font-size: 0.8em; margin-top: 10px;">PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Nighthowl Pursuer B <hr/> Creature -- Wolf <hr/> 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 style="text-align: right; border: 1px solid black; padding: 2px; width: fit-content; margin: 10px auto;">1/1</div> <div style="font-size: 0.8em; margin-top: 10px;">PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Realm of Koh <hr/> Land <hr/> 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 style="font-size: 0.8em; margin-top: 10px;">PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Realm of Koh <hr/> Land <hr/> 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 style="font-size: 0.8em; margin-top: 10px;">PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Realm of Koh <hr/> Land <hr/> 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 style="font-size: 0.8em; margin-top: 10px;">PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Requiting Hex B <hr/> Instant <hr/> 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 style="font-size: 0.8em; margin-top: 10px;">PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Requiting Hex B <hr/> Instant <hr/> 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 style="font-size: 0.8em; margin-top: 10px;">PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Requiting Hex B <hr/> Instant <hr/> 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 style="font-size: 0.8em; margin-top: 10px;">PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<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>	<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>	<div><div>Strategic Betrayal1B</div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strategic Betrayal1B</div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Sunset Saboteur1B</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>	<div><div>Sunset Saboteur1B</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>	<div><div>Sunset Saboteur1B</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>	<div><div>Sunset Saboteur1B</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>

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<div>Duress</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>Duress</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>Duress</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>Duress</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>

Karn, Argent Defender ② Legendary Artifact Creature -- Golem Artifacts and creatures entering the battlefield don't cause abilities to trigger. [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Argent Defender ② Legendary Artifact Creature -- Golem Artifacts and creatures entering the battlefield don't cause abilities to trigger. [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Argent Defender ② Legendary Artifact Creature -- Golem Artifacts and creatures entering the battlefield don't cause abilities to trigger. [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Argent Defender ② Legendary Artifact Creature -- Golem Artifacts and creatures entering the battlefield don't cause abilities to trigger. [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mai, Scornful Striker ①B Legendary Creature -- Human Noble Ally First strike Whenever a player casts a noncreature spell, they lose 2 life. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mai, Scornful Striker ①B Legendary Creature -- Human Noble Ally First strike Whenever a player casts a noncreature spell, they lose 2 life. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mai, Scornful Striker ①B Legendary Creature -- Human Noble Ally First strike Whenever a player casts a noncreature spell, they lose 2 life. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal ①B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal

①B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Torpor Orb

②

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Torpor Orb

②

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Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev