

<div><div>Corpses of the Lost</div><div>2B</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><div>Corpses of the Lost</div><div>2B</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><div>Corpses of the Lost</div><div>2B</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><div>Corpses of the Lost</div><div>2B</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><div>Corrupted Conviction</div><div>B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Corrupted Conviction</div><div>B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Desolation Prowler</div><div>1B</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><div>Desolation Prowler</div><div>1B</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>

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<div> Iridescent Vinelasher (B) </div> <div> Creature -- Lizard Assassin </div> <div> <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> </div> <div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Iridescent Vinelasher (B) </div> <div> Creature -- Lizard Assassin </div> <div> <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> </div> <div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </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.</p> <p>Equipped creature gets +2/+1.</p> <p>Equip {2}</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </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.</p> <p>Equipped creature gets +2/+1.</p> <p>Equip {2}</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div><div>Realm of Koh</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>Realm of Koh</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>Shoot the Sheriff1B</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>	<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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