

<div>Accursed Marauder</div> <div>1B</div> <div>Creature -- Zombie Warrior</div> <div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Accursed Marauder</div> <div>1B</div> <div>Creature -- Zombie Warrior</div> <div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Accursed Marauder</div> <div>1B</div> <div>Creature -- Zombie Warrior</div> <div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Accursed Marauder</div> <div>1B</div> <div>Creature -- Zombie Warrior</div> <div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Basking Broodscale</div> <div>1G</div> <div>Creature -- Eldrazi Lizard</div> <div>Devoid (This card has no color.) {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Basking Broodscale</div> <div>1G</div> <div>Creature -- Eldrazi Lizard</div> <div>Devoid (This card has no color.) {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Basking Broodscale</div> <div>1G</div> <div>Creature -- Eldrazi Lizard</div> <div>Devoid (This card has no color.) {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Basking Broodscale</div> <div>1G</div> <div>Creature -- Eldrazi Lizard</div> <div>Devoid (This card has no color.) {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Darkmoss Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkmoss Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkmoss Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkmoss Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Deadly Dispute1B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deadly Dispute1B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deadly Dispute1B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deadly Dispute1B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Evolution Witness <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> <div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Evolution Witness <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> <div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Evolution Witness <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> <div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Evolution Witness <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> <div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>
<div> <div> Forest </div> <div> <div>Basic Land -- Forest</div> <div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Forest </div> <div> <div>Basic Land -- Forest</div> <div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Forest </div> <div> <div>Basic Land -- Forest</div> <div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Malevolent Rumble <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>

① ② G

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2 B

Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.

1/3

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G

When this creature enters, 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.)

{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

When this creature enters, 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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.

1/1

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B

Enchant creature
Whenever a creature dies, put a
+1/+1 counter on enchanted creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Enchant creature
Whenever a creature dies, put a
+1/+1 counter on enchanted creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

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G

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

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(B/C)

Scavenge {0} ({0}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

1/1

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

<div><div><div>Slitherhead</div><div><div>B/G</div></div></div><div><div>Creature -- Plant Zombie</div><div>Scavenge {0} ({0}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Slitherhead</div><div><div>B/G</div></div></div><div><div>Creature -- Plant Zombie</div><div>Scavenge {0} ({0}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Slitherhead</div><div><div>B/G</div></div></div><div><div>Creature -- Plant Zombie</div><div>Scavenge {0} ({0}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div>Tree of Tales</div> <div>Artifact Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tree of Tales</div> <div>Artifact Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Unearth</div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Unearth</div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

B

Return target creature card with
mana value 3 or less from your
graveyard to the battlefield.
Cycling {2} ({2}, Discard this card:
Draw a card.)

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B

Return target creature card with
mana value 3 or less from your
graveyard to the battlefield.
Cycling {2} ({2}, Discard this card:
Draw a card.)

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Snow Land -- Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)
This land enters tapped.

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Snow Land -- Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)
This land enters tapped.

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① B B

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sidebar]

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① B B

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sidebar]

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Ⓒ

When this creature enters, you gain 3 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

When this creature enters, you gain 3 life.

[sideboard]

1/2

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<div> <div> Healer of the Glade G </div> <div> Creature -- Elemental </div> <div> When this creature enters, you gain 3 life. </div> <div> [sideboard] </div> <div> 1/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Healer of the Glade G </div> <div> Creature -- Elemental </div> <div> When this creature enters, you gain 3 life. </div> <div> [sideboard] </div> <div> 1/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Mesmeric Fiend 1B </div> <div> Creature -- Nightmare Horror </div> <div> When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. </div> <div> When this creature leaves the battlefield, return the exiled card to its owner's hand. </div> <div> [sideboard] </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Mesmeric Fiend 1B </div> <div> Creature -- Nightmare Horror </div> <div> When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. </div> <div> When this creature leaves the battlefield, return the exiled card to its owner's hand. </div> <div> [sideboard] </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Snakeskin Veil G </div> <div> Instant </div> <div> Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Snakeskin Veil G </div> <div> Instant </div> <div> Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Snakeskin Veil G </div> <div> Instant </div> <div> Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Snuff Out 3B </div> <div> Instant </div> <div> If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. </div> <div> Destroy target nonblack creature. It can't be regenerated. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
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