

Basking Broodscale (1)(G) Creature -- Eldrazi Lizard 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>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Broodscale (1)(G) Creature -- Eldrazi Lizard 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>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Broodscale (1)(G) Creature -- Eldrazi Lizard 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>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Broodscale (1)(G) Creature -- Eldrazi Lizard 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>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corrupted Conviction (B) Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corrupted Conviction (B) Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corrupted Conviction (B) Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Corrupted Conviction</div> <div>B</div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Deadly Dispute</div> <div>1B</div> </div> <div>Instant</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Deadly Dispute</div> <div>1B</div> </div> <div>Instant</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Deadly Dispute</div> <div>1B</div> </div> <div>Instant</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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Golgari Rot Farm

Land

This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {B}{G}.

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Greedy Freebooter

ⓑ

Creature -- Human Pirate

When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

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1/1

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Haunted Mire

Land -- Swamp Forest

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

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Khaḷni Garden

Land

This land enters tapped.
When this land enters, create a 0/1
green Plant creature token.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① ②

Creature -- Nightmare Horror

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

1/1

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1 B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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2 B

Creature -- Elf Warrior

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

1/3

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(B)

Enchantment -- Aura

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

```
When this creature dies, choose one
--
* Target creature an opponent
  controls gets -1/-1 until end of
  turn.
* Create a Treasure token. (It's an
  artifact with "{T}", Sacrifice this
  token: Add one mana of any color.)
```

1/1

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(B)

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1/1

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1/1

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```

1/1

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G

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.)

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<div><div>Snakeskin Veil</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snakeskin Veil</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Unearth</div><div>B</div></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>	<div><div><div>Urborg Repossession</div><div>B</div></div><div>Sorcery</div><div>Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.) Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vault of Whispers</div></div><div>Artifact Land</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vault of Whispers</div></div><div>Artifact Land</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Village Rites</div><div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Village Rites</div><div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Wirewood Herald</div><div><div>1G</div></div></div> <div><div>Creature -- Elf</div><div>When this creature dies, you may search your library for an Elf card, reveal that card, put it into your hand, then shuffle.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Wirewood Herald</div><div><div>1G</div></div></div> <div><div>Creature -- Elf</div><div>When this creature dies, you may search your library for an Elf card, reveal that card, put it into your hand, then shuffle.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Drown in Sorrow</div><div><div>1BB</div></div></div> <div><div>Sorcery</div><div>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.)</div></div> <div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Drown in Sorrow</div><div><div>1BB</div></div></div> <div><div>Sorcery</div><div>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.)</div></div> <div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Duress</div><div><div>B</div></div></div> <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> <div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Gorilla Shaman</div><div><div>R</div></div></div> <div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div></div> <div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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`{X}{X}{1}`: Destroy target
noncreature artifact with mana value
X.

1/1

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Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

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① ②

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1/3

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①

{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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B

Exile up to one target card from a graveyard. Create a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at end of combat.) Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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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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<div><div>Sylvok Lifestaff</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0. Whenever equipped creature dies, you gain 3 life. Equip {1}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Weather the Storm</div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Weather the Storm</div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	