

Basking Broodscale ①Ⓔ

Creature -- Eldrazi Lizard

Devoid (this card has no color.)
 {1}{6}: 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}."

2/2

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Chromatic Star ①

Artifact

{1}, {T}, Sacrifice this artifact:
Add one mana of any color.
When this artifact is put into a
graveyard from the battlefield, draw
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Deadly Dispute (1)(B)

Instant

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.")

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1 B

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Evolution Witness

2 G

Creature -- Elf Shaman Mutant

{1}{6}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.

2/1

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2/1

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Fanatical Offering

① ②

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

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① ⑧

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Basic Land -- Forest

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<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Implement of Ferocity 1</div><div>Artifact</div><div>{G}, Sacrifice this artifact: Put a +1/+1 counter on target creature. Activate only as a sorcery. When this artifact is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Implement of Ferocity 1</div><div>Artifact</div><div>{G}, Sacrifice this artifact: Put a +1/+1 counter on target creature. Activate only as a sorcery. When this artifact is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jungle Hollow</div><div>Land</div><div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Ⓒ

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

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B

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

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<div><div>Sadistic Glee</div><div>B</div><div>Enchantment -- Aura</div><div>Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sadistic Glee</div><div>B</div><div>Enchantment -- Aura</div><div>Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sadistic Glee</div><div>B</div><div>Enchantment -- Aura</div><div>Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snakeskin Veil</div><div>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Snakeskin Veil</div><div>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div></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></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></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> Unearth (B) </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Unearth (B) </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Unearth (B) </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Unearth (B) </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Duress (B) </div> <div> Sorcery </div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Healer of the Glade (G) </div> <div> Creature -- Elemental </div> <div> When this creature enters, you gain 3 life. [sideboard] </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Healer of the Glade (G) </div> <div> Creature -- Elemental </div> <div> When this creature enters, you gain 3 life. [sideboard] </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Healer of the Glade (G) </div> <div> Creature -- Elemental </div> <div> When this creature enters, you gain 3 life. [sideboard] </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div>Healer of the Glade</div><div>6</div></div> <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 PLAYbotbox.dev</div></div>	<div><div>Nature's Claim</div><div>6</div></div> <div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Nature's Claim</div><div>6</div></div> <div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Nature's Claim</div><div>6</div></div> <div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div> Snuff Out <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</p> <p>Destroy target nonblack creature. It can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Snuff Out <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</p> <p>Destroy target nonblack creature. It can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Snuff Out <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</p> <p>Destroy target nonblack creature. It can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	