

<div> <div>Basking Broodscale</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>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> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Basking Broodscale</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>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> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Basking Broodscale</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>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> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Basking Broodscale</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>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> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div> <div>Deadly Dispute</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>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> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>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> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>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> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>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>Evolution Witness</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Elf Shaman Mutant</div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Evolution Witness</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Elf Shaman Mutant</div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Evolution Witness</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Elf Shaman Mutant</div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Evolution Witness</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Elf Shaman Mutant</div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div><div>Fanatical Offering</div><div>①B</div></div><div>Instant</div><div>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.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fanatical Offering</div><div>①B</div></div><div>Instant</div><div>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.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fanatical Offering</div><div>①B</div></div><div>Instant</div><div>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.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Implement of Ferocity</div><div>1</div></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><div>Implement of Ferocity</div><div>1</div></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><div>Implement of Ferocity</div><div>1</div></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><div>Khalni Garden</div></div><div>Land</div><div>This land enters tapped. When this land enters, create a 0/1 green Plant creature token. {T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Khalni Garden</div></div><div>Land</div><div>This land enters tapped. When this land enters, create a 0/1 green Plant creature token. {T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Malevolent Rumble</div><div>16</div></div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Malevolent Rumble</div><div>16</div></div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Malevolent Rumble</div><div>16</div></div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Rubblebelt Maverick</div> <div>G</div> </div> <div>Creature -- Human Detective</div> <div> <p>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.)</p> <p>{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Rubblebelt Maverick</div> <div>G</div> </div> <div>Creature -- Human Detective</div> <div> <p>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.)</p> <p>{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Rubblebelt Maverick</div> <div>G</div> </div> <div>Creature -- Human Detective</div> <div> <p>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.)</p> <p>{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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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>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>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Thoughtpicker Witch</div> <div>Creature -- Human Wizard</div> <div>{1}, Sacrifice a creature: Look at the top two cards of target opponent's library, then exile one of them.</div> <div>1/1</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>1/1</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>1/1</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Woodland Chasm</div> <div>Snow Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Woodland Chasm</div> <div>Snow Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Woodland Chasm</div> <div>Snow Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Woodland Chasm</div> <div>Snow Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Crypt Rats2B</div> <div>Creature -- Rat</div> <div>{X}: This creature deals X damage to each creature and each player. Spend only black mana on X.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Crypt Rats2B</div> <div>Creature -- Rat</div> <div>{X}: This creature deals X damage to each creature and each player. Spend only black mana on X.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>DuressB</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>DuressB</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><div><div>Duress</div><div>B</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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Healer of the Glade</div><div>G</div></div><div>Creature -- Elemental</div><div>When this creature enters, you gain 3 life.</div><div>[sideboard]</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Healer of the Glade</div><div>G</div></div><div>Creature -- Elemental</div><div>When this creature enters, you gain 3 life.</div><div>[sideboard]</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Healer of the Glade</div><div>G</div></div><div>Creature -- Elemental</div><div>When this creature enters, you gain 3 life.</div><div>[sideboard]</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Nature's Claim</div><div>G</div></div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nature's Claim</div><div>G</div></div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nature's Claim</div><div>G</div></div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nihil Spellbomb</div><div>1</div></div><div>Artifact</div><div>{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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

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