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| <div> <div>Basking Broodscale</div> <div> <div>1</div> <div>G</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 PLAYbotbox.dev</div> </div> | <div> <div>Basking Broodscale</div> <div> <div>1</div> <div>G</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 PLAYbotbox.dev</div> </div> | <div> <div>Basking Broodscale</div> <div> <div>1</div> <div>G</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 PLAYbotbox.dev</div> </div> | <div> <div>Basking Broodscale</div> <div> <div>1</div> <div>G</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 PLAYbotbox.dev</div> </div> |
| <div> <div>Blood Fountain</div> <div> <div>B</div> </div> </div> <div>Artifact</div> <div> <div>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div> <div>{3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                    | <div> <div>Blood Fountain</div> <div> <div>B</div> </div> </div> <div>Artifact</div> <div> <div>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div> <div>{3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                    | <div> <div>Chromatic Star</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <div>{1}, {T}, Sacrifice this artifact: Add one mana of any color.</div> <div>When this artifact is put into a graveyard from the battlefield, draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                               | <div> <div>Cleansing Wildfire</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>Draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                        |

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| <div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                   | <div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                   | <div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                   | <div><div>Darkmoss Bridge</div></div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                     |
| <div><div>Deadly Dispute</div><div><div>1</div><div>B</div></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 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>Deadly Dispute</div><div><div>1</div><div>B</div></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 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>Deadly Dispute</div><div><div>1</div><div>B</div></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 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>Deadly Dispute</div><div><div>1</div><div>B</div></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 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> |

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| <div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                |
| <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand.<br/>You choose a noncreature, nonland<br/>card from it. That player discards<br/>that card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand.<br/>You choose a noncreature, nonland<br/>card from it. That player discards<br/>that card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand.<br/>You choose a noncreature, nonland<br/>card from it. That player discards<br/>that card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Evolution Witness</div><div>Creature -- Elf Shaman Mutant</div><div>{1}{G}: Adapt 2. (If this creature<br/>has no +1/+1 counters on it, put two<br/>+1/+1 counters on it.)<br/>Whenever one or more +1/+1 counters<br/>are put on this creature, return<br/>target permanent card from your<br/>graveyard to your hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Evolution Witness</div> <div>26</div> <div>Creature -- Elf Shaman Mutant</div> <div>{1}{G}: 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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Evolution Witness</div> <div>26</div> <div>Creature -- Elf Shaman Mutant</div> <div>{1}{G}: 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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        | <div>Forest</div> <div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        |
| <div>Forest</div> <div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                      | <div>Ichor Wellspring</div> <div>2</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div>Ichor Wellspring</div> <div>2</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ichor Wellspring</div> <div>2</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Krark-Clan Shaman</b> <span>(R)</span><br>Creature -- Goblin Shaman<br>Sacrifice an artifact: This creature deals 1 damage to each creature without flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                  | <b>Krark-Clan Shaman</b> <span>(R)</span><br>Creature -- Goblin Shaman<br>Sacrifice an artifact: This creature deals 1 damage to each creature without flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                  | <b>Makeshift Munitions</b> <span>(1)(R)</span><br>Enchantment<br>{1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                        | <b>Makeshift Munitions</b> <span>(1)(R)</span><br>Enchantment<br>{1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                        |
| <b>Malevolent Rumble</b> <span>(1)(G)</span><br>Sorcery<br>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}."<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Malevolent Rumble</b> <span>(1)(G)</span><br>Sorcery<br>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}."<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Malevolent Rumble</b> <span>(1)(G)</span><br>Sorcery<br>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}."<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Malevolent Rumble</b> <span>(1)(G)</span><br>Sorcery<br>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}."<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div><div>Polluted Mire</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B}.<br/>Cycling {2} ({2}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Sadistic Glee</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a<br/>+1/+1 counter on enchanted creature.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sadistic Glee</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a<br/>+1/+1 counter on enchanted creature.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Sadistic Glee</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a<br/>+1/+1 counter on enchanted creature.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sadistic Glee</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a<br/>+1/+1 counter on enchanted creature.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Slagwoods Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div><div>Slagwoods Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             |

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| <div><div>Slagwoods Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Slagwoods Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {G}.</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>                                                                                                                                                                                                                |
| <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>                                                           | <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>Twisted Landscape</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Writhing Chrysalis 2RG</div> <div>Creature -- Eldrazi Drone</div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>Reach</div> <div>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Writhing Chrysalis 2RG</div> <div>Creature -- Eldrazi Drone</div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>Reach</div> <div>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Writhing Chrysalis 2RG</div> <div>Creature -- Eldrazi Drone</div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>Reach</div> <div>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Faerie Macabre 1BB</div> <div>Creature -- Faerie Rogue</div> <div>Flying</div> <div>Discard this card: Exile up to two target cards from graveyards.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                  | <div>Nihil Spellbomb 1</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>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>1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                           | <div>Nihil Spellbomb 1</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>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>1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                            |



① ②

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.

**2/2**

① ⑥

You gain 3 life.  
Storm (When you cast this spell,  
copy it for each spell cast before  
it this turn.)

① ②

You gain 3 life.  
Storm (When you cast this spell,  
copy it for each spell cast before  
it this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY