

## 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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## Basking Broodscale ①Ⓔ

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## Basking Broodscale ① ⑥

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2/2

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## Bequeathal

Enchantment -- Aura

Enchant creature  
When enchanted creature dies, you  
draw two cards.

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Bequeathal (G)

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| <div><div>Darkmoss Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{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.<br/>Indestructible<br/>{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.<br/>Indestructible<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div>Deadly Dispute<div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>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 Dispute<div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>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 Dispute<div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>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 Dispute<div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>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>Duress<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   |

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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>Golgari Rot Farm</div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gravitic Punch</div><div>Sorcery</div><div>Target creature you control deals damage equal to its power to target player. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jack-o'-Lantern</div><div>Artifact</div><div>{1}, {T}, Sacrifice this artifact: Exile up to one target card from a graveyard. Draw a card. {1}, Exile this card from your graveyard: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Land

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

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## Sorcery

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}."

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| <div><div>Mesmeric Fiend</div><div>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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mesmeric Fiend</div><div>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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mesmeric Fiend</div><div>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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mesmeric Fiend</div><div>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>1/1</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</div><div>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</div><div>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</div><div>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</div><div>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 |

## Snarling Gorehound

**B**

Creature -- Dog

Menace  
Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

1/1

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## Swamp

Basic Land -- Swamp

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

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| <div>Tamiyo's Safekeeping ⑥</div> <div>Instant</div> <div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>Village Rites ②</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>Witherbloom Campus</div></div> <div><div>Land</div><div>This land enters tapped. {T}: Add {B} or {G}. {4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                         |
| <div><div>Drown in Sorrow</div><div><div>1</div><div>B</div><div>B</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>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Drown in Sorrow</div><div><div>1</div><div>B</div><div>B</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>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Drown in Sorrow</div><div><div>1</div><div>B</div><div>B</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>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Drown in Sorrow</div><div><div>1</div><div>B</div><div>B</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>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

**G**

Sandstorm deals 1 damage to each attacking creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

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①

```
Equipped creature gets +1/+0.
Whenever equipped creature dies, you
gain 3 life.
Equip {1}
```

[sidebar]

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