

Basking Broodscale 1 6 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}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basking Broodscale 1 6 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}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basking Broodscale 1 6 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}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basking Broodscale 1 6 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}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Eviscerator's Insight 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eviscerator's Insight 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eviscerator's Insight 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eviscerator's Insight 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Evolution Witness 2G Creature -- Elf Shaman Mutant {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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolution Witness 2G Creature -- Elf Shaman Mutant {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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ichor Wellspring2 Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ichor Wellspring2 Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ichor Wellspring2 Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ichor Wellspring2 Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Khalni 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 PLAYbotbox.dev	Khalni 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 PLAYbotbox.dev	Khalni 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 PLAYbotbox.dev

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 hotbox.dev

① ⑥

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 with "Sacrifice this token; Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ②

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① ② G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ② G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑧

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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Creature -- Elf Warrior

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

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nadier's Nightblade (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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nadier's Nightblade 2B

Creature -- Elf Warrior

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

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sadistic Glee (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

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Sadistic Glee (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

Shambling Ghast (B)

Creature -- Zombie

```
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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Ghast (B)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Ghast B Creature -- Zombie 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Ghast B Creature -- Zombie 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo's Safekeeping Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo's Safekeeping Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Twisted Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.
Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unearth

B

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unearth

B

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vault of Whispers

Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in Sorrow

① B B

Sorcery

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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in Sorrow

①BB

Sorcery

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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in Sorrow

①BB

Sorcery

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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in Sorrow

①BB

Sorcery

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.)

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Last Rites 2 B Sorcery Discard any number of cards. Target player reveals their hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out 3 B Instant 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out 3 B Instant 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out 3 B Instant 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	