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| <div><div>Blanchwood Prowler</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Elemental</div><div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blanchwood Prowler</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Elemental</div><div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blanchwood Prowler</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Elemental</div><div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blanchwood Prowler</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Elemental</div><div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Conduit Pylons</div></div> <div><div>Land -- Desert</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Conduit Pylons</div></div> <div><div>Land -- Desert</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Dread Return</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div><div>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Dread Return</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div><div>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          |

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| <div><div><div>Dread Return</div><div>2BB</div></div><div>Sorcery</div><div>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dread Return</div><div>2BB</div></div><div>Sorcery</div><div>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Exhume</div><div>1B</div></div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Exhume</div><div>1B</div></div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Exhume</div><div>1B</div></div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div><div>Exhume</div><div>1B</div></div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</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>                                                             | <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>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                      | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                      | <div>Generous Ent56</div> <div>Creature -- Treefolk</div> <div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Generous Ent56</div> <div>Creature -- Treefolk</div> <div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Generous Ent56</div> <div>Creature -- Treefolk</div> <div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Generous Ent56</div> <div>Creature -- Treefolk</div> <div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Geothermal Bog</div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.)<br/>This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                       | <div>Gnaw to the Bone26</div> <div>Instant</div> <div>You gain 2 life for each creature card in your graveyard.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  |

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| <div><div>Gnaw to the Bone</div><div>26</div></div> <div>Instant</div> <div>You gain 2 life for each creature card in your graveyard.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gnaw to the Bone</div><div>26</div></div> <div>Instant</div> <div>You gain 2 life for each creature card in your graveyard.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Haunted Mire</div></div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <div><div>Haunted Mire</div></div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        |
| <div><div>Lotleth Giant</div><div>6B</div></div> <div>Creature -- Zombie Giant</div> <div>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              | <div><div>Lotleth Giant</div><div>6B</div></div> <div>Creature -- Zombie Giant</div> <div>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              | <div><div>Lotleth Giant</div><div>6B</div></div> <div>Creature -- Zombie Giant</div> <div>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lotleth Giant</div><div>6B</div></div> <div>Creature -- Zombie Giant</div> <div>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

① ②

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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① ⑥

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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**G**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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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| <div><div>Satyr Wayfinder</div><div>①⑥</div><div>Creature -- Satyr</div><div>When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Satyr Wayfinder</div><div>①⑥</div><div>Creature -- Satyr</div><div>When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Satyr Wayfinder</div><div>①⑥</div><div>Creature -- Satyr</div><div>When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Satyr Wayfinder</div><div>①⑥</div><div>Creature -- Satyr</div><div>When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   |
| <div><div>Scrapwork Mutt</div><div>②</div><div>Artifact Creature -- Dog</div><div>When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scrapwork Mutt</div><div>②</div><div>Artifact Creature -- Dog</div><div>When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scrapwork Mutt</div><div>②</div><div>Artifact Creature -- Dog</div><div>When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scrapwork Mutt</div><div>②</div><div>Artifact Creature -- Dog</div><div>When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Imp</div><div>Flying</div><div>Whenever this creature deals combat damage to a creature, destroy that creature.</div><div>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Imp</div><div>Flying</div><div>Whenever this creature deals combat damage to a creature, destroy that creature.</div><div>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Imp</div><div>Flying</div><div>Whenever this creature deals combat damage to a creature, destroy that creature.</div><div>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Imp</div><div>Flying</div><div>Whenever this creature deals combat damage to a creature, destroy that creature.</div><div>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</div><div><div>1/2</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                        | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                        | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                        | <div><div>Troll of Khazad-dûm</div><div><div>5</div><div>B</div></div></div> <div><div>Creature -- Troll</div><div>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</div><div><div>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |

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| <div><div><div>Troll of Khazad-dûm</div><div><div>5</div><div>B</div></div></div><div><div>Creature -- Troll</div><div><div>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</div></div></div><div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Troll of Khazad-dûm</div><div><div>5</div><div>B</div></div></div><div><div>Creature -- Troll</div><div><div>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</div></div></div><div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Troll of Khazad-dûm</div><div><div>5</div><div>B</div></div></div><div><div>Creature -- Troll</div><div><div>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</div></div></div><div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Wooded Ridgeline</div><div></div></div><div><div>Land -- Mountain Forest</div><div><div>([T]): Add [R] or [G].) This land enters tapped.</div></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                            |
| <div><div><div>Acorn Harvest</div><div><div>3</div><div>G</div></div></div><div><div>Sorcery</div><div><div>Create two 1/1 green Squirrel creature tokens. Flashback--[1][G], Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                          | <div><div><div>Acorn Harvest</div><div><div>3</div><div>G</div></div></div><div><div>Sorcery</div><div><div>Create two 1/1 green Squirrel creature tokens. Flashback--[1][G], Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                          | <div><div><div>Ancient Grudge</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div><div>Destroy target artifact. Flashback [G] (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                | <div><div><div>Ancient Grudge</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div><div>Destroy target artifact. Flashback [G] (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <p><b>Ancient Grudge</b> (1)(R)</p> <p>Instant</p> <p>Destroy target artifact.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                       | <p><b>Ancient Grudge</b> (1)(R)</p> <p>Instant</p> <p>Destroy target artifact.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                    | <p><b>Coffin Purge</b> (B)</p> <p>Instant</p> <p>Exile target card from a graveyard.<br/>Flashback {B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                              | <p><b>Coffin Purge</b> (B)</p> <p>Instant</p> <p>Exile target card from a graveyard.<br/>Flashback {B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Gnaw to the Bone</b> (2)(G)</p> <p>Instant</p> <p>You gain 2 life for each creature card in your graveyard.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Masked Vandal</b> (1)(G)</p> <p>Creature -- Shapeshifter</p> <p>Changeling (This card is every creature type.)<br/>When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.</p> <p>[sideboard]</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Masked Vandal</b> (1)(G)</p> <p>Creature -- Shapeshifter</p> <p>Changeling (This card is every creature type.)<br/>When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.</p> <p>[sideboard]</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ray of Revelation</b> (1)(W)</p> <p>Instant</p> <p>Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div> Ray of Revelation <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Ray of Revelation <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Ray of Revelation <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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