Avenging Hunter (4)(G)

Creature -- Dragon Ranger

Trample
When this creature enters, you take the initiative.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, you take the initiative.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balustrade Spy (3)(B)

Creature -- Vampire Rogue

Flying
When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balustrade Spy (3)(B)

Creature -- Vampire Rogue

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When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

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When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dread Return (2)(B)(B)

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cordeschi, Nicola - Spy Combo (Sprint Wheel Event - Geddon Series 1^ tapp sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Dread Return {2}{B}{B}

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flaring Pain {1}{R}

Instant

Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gatecreeper Vine {1}{G}

Creature -- Plant

Defender
When this creature enters, you may search your library for a basic land card or a Gate card, reveal it, put it into your hand, then shuffle.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gatecreeper Vine {1}{G}

Creature -- Plant

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When this creature enters, you may search your library for a basic land card or a Gate card, reveal it, put it into your hand, then shuffle.

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Generous Ent {5}{G}

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

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5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaspera Sentinel {G}

Creature -- Elf Rogue

Reach
{T}, Tap an untapped creature you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaspera Sentinel {G}

Creature -- Elf Rogue

Reach
{T}, Tap an untapped creature you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land Grant {1}{G}

Sorcery

If you have no land cards in hand, you may reveal your hand rather than pay this spell's mana cost.
Search your library for a Forest card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Search your library for a Forest card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lead the Stampede (2)(G)

Sorcery

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotleth Giant (6)(B)

Creature -- Zombie Giant

Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.

6/5

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Playtest cards - Cordeschi, Nicola - Spy Combo (Sprint Wheel Event - Geddon Series 1^ tapp sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Masked Vandal {1}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mesmeric Fiend {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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Battlement {1}{G}

Creature -- Wall

Defender
{T}: Add {G} for each creature you control with defender.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Overgrown Battlement 1G

Creature -- Wall

Defender
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0/4

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Overgrown Battlement 1G

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Defender
{T}: Add {G} for each creature you control with defender.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sagu Wildling 4G

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

Roost Seek G

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saruli Caretaker G

Creature -- Dryad

Defender
{T}, Tap an untapped creature you control: Add one mana of any color.

0/3

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Defender
{T}, Tap an untapped creature you control: Add one mana of any color.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cordeschi, Nicola - Spy Combo (Sprint Wheel Event - Geddon Series 1^ tapp sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Saruli Caretaker {G}

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Saruli Caretaker {G}

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{T}, Tap an untapped creature you control: Add one mana of any color.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Troll of Khazad-dûm {5}{B}

Creature -- Troll

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.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Roots {1}{G}

Creature -- Plant Wall

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - Cordeschi, Nicola - Spy Combo (Sprint Wheel Event - Geddon Series 1^ tapp sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guerrilla Gorilla {1}{G}

Creature -- Ape Soldier Hero

Reach
Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cordeschi, Nicola - Spy Combo (Sprint Wheel Event - Geddon Series 1^ tapp sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Healer of the Glade {G}

Creature -- Elemental

When this creature enters, you gain 3 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infestation Sage {B}

Creature -- Elf Warlock

When this creature dies, create a 1/1 black and green Insect creature token with flying.

[sideboard]

1/1

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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nylea's Disciple {2}{G}{G}

Creature -- Centaur Archer

When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Nylea's Disciple 2GG

Creature -- Centaur Archer

When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)

[sideboard]

3/3

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cordeschi, Nicola - Spy Combo (Sprint Wheel Event - Geddon Series 1^ tapp sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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