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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

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

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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.)

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| <div><div><div>Dregscape Zombie</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Zombie</div><div>Unearth {B} ({B}: 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><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Exhume</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Exhume</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Exhume</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                             |
| <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                            | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                              | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                              | <div><div><div>Generous Ent</div><div><div>5</div><div>G</div></div></div><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><div>5/7</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div><div>Generous Ent</div><div>56</div></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> | <div><div><div>Generous Ent</div><div>56</div></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> | <div><div><div>Generous Ent</div><div>56</div></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> | <div><div><div>Land Grant</div><div>16</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  |
| <div><div><div>Land Grant</div><div>16</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Land Grant</div><div>16</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Land Grant</div><div>16</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Lead the Stampede</div><div>26</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Lead the Stampede</b> ②⑥<br><b>Sorcery</b><br><p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Lead the Stampede</b> ②⑥<br><b>Sorcery</b><br><p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                         | <b>Lead the Stampede</b> ②⑥<br><b>Sorcery</b><br><p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                         | <b>Lotleth Giant</b> ⑥B<br><b>Creature -- Zombie Giant</b><br><p>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    |
| <b>Lotleth Giant</b> ⑥B<br><b>Creature -- Zombie Giant</b><br><p>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                            | <b>Malevolent Rumble</b> ①⑥<br><b>Sorcery</b><br><p>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}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Malevolent Rumble</b> ①⑥<br><b>Sorcery</b><br><p>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}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Malevolent Rumble</b> ①⑥<br><b>Sorcery</b><br><p>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}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <b>Malevolent Rumble</b> (1)(G)<br><hr/> Sorcery<br><hr/> 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}." <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Masked Vandal</b> (1)(G)<br><hr/> Creature -- Shapeshifter<br><hr/> 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. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                | <b>Masked Vandal</b> (1)(G)<br><hr/> Creature -- Shapeshifter<br><hr/> 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. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                | <b>Masked Vandal</b> (1)(G)<br><hr/> Creature -- Shapeshifter<br><hr/> 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. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                |
| <b>Masked Vandal</b> (1)(G)<br><hr/> Creature -- Shapeshifter<br><hr/> 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. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                  | <b>Mesmeric Fiend</b> (1)(B)<br><hr/> Creature -- Nightmare Horror<br><hr/> When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br>When this creature leaves the battlefield, return the exiled card to its owner's hand. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mesmeric Fiend</b> (1)(B)<br><hr/> Creature -- Nightmare Horror<br><hr/> When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br>When this creature leaves the battlefield, return the exiled card to its owner's hand. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mesmeric Fiend</b> (1)(B)<br><hr/> Creature -- Nightmare Horror<br><hr/> When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br>When this creature leaves the battlefield, return the exiled card to its owner's hand. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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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.<br/>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>Mountain</div><div></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                     | <div><div>Sagu Wildling</div><div>4G</div><div>Creature -- Dragon</div><div>Flying<br/>When this creature enters, you gain 3 life.</div><div>3/3</div><div>----- ADVENTURE -----</div><div><div>Roost Seek</div><div>G</div><div>Sorcery -- Omen</div><div>Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sagu Wildling</div><div>4G</div><div>Creature -- Dragon</div><div>Flying<br/>When this creature enters, you gain 3 life.</div><div>3/3</div><div>----- ADVENTURE -----</div><div><div>Roost Seek</div><div>G</div><div>Sorcery -- Omen</div><div>Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div><div>Sakura-Tribe Elder</div><div>①⑥</div></div><div>Creature -- Snake Shaman</div><div>Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div><div>Sakura-Tribe Elder</div><div>①⑥</div></div><div>Creature -- Snake Shaman</div><div>Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           |
| <div><div><div>Troll of Khazad-dûm</div><div>⑤③</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>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Troll of Khazad-dûm</div><div>⑤③</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>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Troll of Khazad-dûm</div><div>⑤③</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>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Troll of Khazad-dûm</div><div>⑤③</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>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Conjurer's Bauble</div><div>1</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Put up to one target card from your graveyard on the bottom of your library. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div><div>Conjurer's Bauble</div><div>1</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Put up to one target card from your graveyard on the bottom of your library. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div><div>Conjurer's Bauble</div><div>1</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Put up to one target card from your graveyard on the bottom of your library. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div><div>Conjurer's Bauble</div><div>1</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Put up to one target card from your graveyard on the bottom of your library. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             |

**B**

Return target creature card from your graveyard to your hand. Put a +1/+1 counter on up to one target Zombie you control.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

When this creature enters, you gain 3 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

When this creature enters, you gain 3 life.

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

When this creature enters, you gain 3 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

When this creature enters, you gain 3 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.

{B}: This enchantment deals 1 damage to each creature and each player.

[sideboard]

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2 B B

At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.

{B}: This enchantment deals 1 damage to each creature and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.

{B}: This enchantment deals 1 damage to each creature and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned

B

Instant

Add {B} for each creature card in your graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tin Street Hooligan

1R

Creature -- Goblin Rogue

When this creature enters, if {G} was spent to cast it, destroy target artifact.

[sideboard]

2/1

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each