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| <b>Avenging Hunter</b> (4)(G)<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br>5/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                           | <b>Avenging Hunter</b> (4)(G)<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br>5/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                           | <b>Avenging Hunter</b> (4)(G)<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br>5/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                           | <b>Balustrade Spy</b> (3)(B)<br>Creature -- Vampire Rogue<br>Flying<br>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.<br>2/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    |
| <b>Balustrade Spy</b> (3)(B)<br>Creature -- Vampire Rogue<br>Flying<br>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.<br>2/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Balustrade Spy</b> (3)(B)<br>Creature -- Vampire Rogue<br>Flying<br>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.<br>2/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Balustrade Spy</b> (3)(B)<br>Creature -- Vampire Rogue<br>Flying<br>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.<br>2/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dread Return</b> (2)(B)(B)<br>Sorcery<br>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.)<br>2/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Dread Return</div> <div> <div>2</div> <div>B</div> <div>B</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> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Elves of Deep Shadow</div> <div> <div>G</div> </div> </div> <div>Creature -- Elf Druid</div> <div>{T}: Add {B}. This creature deals 1 damage to you.</div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Elves of Deep Shadow</div> <div> <div>G</div> </div> </div> <div>Creature -- Elf Druid</div> <div>{T}: Add {B}. This creature deals 1 damage to you.</div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                 | <div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                               |
| <div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                              | <div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                               | <div> <div>Gatecreeper Vine</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Plant</div> <div> <div>Defender</div> <div>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.</div> </div> <div> <div>0/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Gatecreeper Vine</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Plant</div> <div> <div>Defender</div> <div>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.</div> </div> <div> <div>0/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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.<br/>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.<br/>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.<br/>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.<br/>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>                                                                                                     |



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| <b>Masked Vandal</b> ①⑥<br>Creature -- Shapeshifter<br>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.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                | <b>Masked Vandal</b> ①⑥<br>Creature -- Shapeshifter<br>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.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mesmeric Fiend</b> ①B<br>Creature -- Nightmare Horror<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mesmeric Fiend</b> ①B<br>Creature -- Nightmare Horror<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Mesmeric Fiend</b> ①B<br>Creature -- Nightmare Horror<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Overgrown Battlement</b> ①⑥<br>Creature -- Wall<br>Defender<br>{T}: Add {G} for each creature you control with defender.<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                  | <b>Overgrown Battlement</b> ①⑥<br>Creature -- Wall<br>Defender<br>{T}: Add {G} for each creature you control with defender.<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                 | <b>Overgrown Battlement</b> ①⑥<br>Creature -- Wall<br>Defender<br>{T}: Add {G} for each creature you control with defender.<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                 |

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| <div>Overgrown Battlement 16</div> <div>Creature -- Wall</div> <div>Defender<br/>{T}: Add {G} for each creature you control with defender.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                | <div>Quirion Ranger 6</div> <div>Creature -- Elf Ranger</div> <div>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                  | <div>Quirion Ranger 6</div> <div>Creature -- Elf Ranger</div> <div>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                  | <div>Sagu Wildling 46</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>Roost Seek 6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Sagu Wildling 46</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>Roost Seek 6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sagu Wildling 46</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>Roost Seek 6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sagu Wildling 46</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>Roost Seek 6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Saruli Caretaker 6</div> <div>Creature -- Dryad</div> <div>Defender<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                        |

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| <div><div>Saruli Caretaker</div><div>6</div><div>Creature -- Dryad</div><div>Defender<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Saruli Caretaker</div><div>6</div><div>Creature -- Dryad</div><div>Defender<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Saruli Caretaker</div><div>6</div><div>Creature -- Dryad</div><div>Defender<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>0/3</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             |
| <div><div>Wall of Roots</div><div>16</div><div>Creature -- Plant Wall</div><div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Roots</div><div>16</div><div>Creature -- Plant Wall</div><div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Roots</div><div>16</div><div>Creature -- Plant Wall</div><div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Roots</div><div>16</div><div>Creature -- Plant Wall</div><div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① ②

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

① ⑥

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

① ⑥

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

① ⑥

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

① B B

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

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

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

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

①

{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.

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

① ②

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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Mesmeric Fiend</b> (1)(B)<br>Creature -- Nightmare Horror<br>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.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                | <b>Nylea's Disciple</b> (2)(G)(G)<br>Creature -- Centaur Archer<br>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.)<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                    | <b>Nylea's Disciple</b> (2)(G)(G)<br>Creature -- Centaur Archer<br>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.)<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                |
| <b>Nylea's Disciple</b> (2)(G)(G)<br>Creature -- Centaur Archer<br>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.)<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                       | <b>Vitu-Ghazi Inspector</b> (1)(G)<br>Creature -- Elf Detective<br>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)<br>Reach<br>When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Vitu-Ghazi Inspector</b> (1)(G)<br>Creature -- Elf Detective<br>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)<br>Reach<br>When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>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.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div> <b>Writhing Chrysalis</b> <div> <div>2</div> <div>R</div> <div>G</div> </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>           [sideboard]         </div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Writhing Chrysalis</b> <div> <div>2</div> <div>R</div> <div>G</div> </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>           [sideboard]         </div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Writhing Chrysalis</b> <div> <div>2</div> <div>R</div> <div>G</div> </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>           [sideboard]         </div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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