

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 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 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 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
Commune with Nature (G) Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commune with Nature (G) Sorcery 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. 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	Dregscape Zombie (1)(B) Creature -- Zombie 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exhume 1 B Sorcery Each player puts a creature card from their graveyard onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exhume 1 B Sorcery Each player puts a creature card from their graveyard onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exhume 1 B Sorcery Each player puts a creature card from their graveyard onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exhume 1 B Sorcery Each player puts a creature card from their graveyard onto the battlefield. 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 PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Ent 56 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Generous Ent 56 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Generous Ent 56 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Land Grant 16 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.
Land Grant 16 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.	Land Grant 16 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.	Land Grant 16 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.	Lead the Stampede 26 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.

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	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	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	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 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Rumble (1)(G) 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 token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Rumble (1)(G) 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 token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Rumble (1)(G) 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 token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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	Mountain Basic Land -- Mountain {T}: Add {R}. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sagu Wildling 4 G Creature -- Dragon Flying When this creature enters, you gain 3 life. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sagu Wildling 4 G Creature -- Dragon Flying When this creature enters, you gain 3 life. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sakura-Tribe Elder 1 6 Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sakura-Tribe Elder 1 6 Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 1/1 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	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	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	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

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

Crawl from the Cellar (B) Sorcery Return target creature card from your graveyard to your hand. Put a +1/+1 counter on up to one target Zombie you control. Flashback {3}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dimir House Guard (3)(B) Creature -- Skeleton Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) Sacrifice a creature: Regenerate this creature. Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dimir House Guard (3)(B) Creature -- Skeleton Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) Sacrifice a creature: Regenerate this creature. Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dimir House Guard (3)(B) Creature -- Skeleton Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) Sacrifice a creature: Regenerate this creature. Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) [sideboard] 2/3 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.) [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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	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

Healer of the Glade ⓐ Creature -- Elemental When this creature enters, you gain 3 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Songs of the Damned ⓑ 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	
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