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

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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

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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

Elves of Deep Shadow {G}

Creature -- Elf Druid

{T}: Add {B}. This creature deals 1 damage to you.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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

Forest

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

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

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 (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 (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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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

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

Land Grant {1}{G}

Sorcery

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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

Playtest cards - Simo04 - Spy Combo (Pauper Magic Workshop) sheet 3/10 - 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.

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

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6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Playtest cards - Simo04 - Spy Combo (Pauper Magic Workshop) sheet 4/10 - 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.

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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0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Simo04 - Spy Combo (Pauper Magic Workshop) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Quirion Ranger {G}

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quirion Ranger {G}

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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

- - - 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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Creature -- Dragon

Flying
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3/3

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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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Simo04 - Spy Combo (Pauper Magic Workshop) sheet 6/10 - 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.

Saruli Caretaker {G}

Creature -- Dryad

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

0/3

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

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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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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Acorn Harvest {3}{G}

Sorcery

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.)

[sideboard]

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

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

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Simo04 - Spy Combo (Pauper Magic Workshop) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Fume Spitter (B)

Creature -- Phyrexian Horror

Sacrifice this creature: Put a -1/-1 counter on target creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fume Spitter (B)

Creature -- Phyrexian Horror

Sacrifice this creature: Put a -1/-1 counter on target creature.

[sideboard]

1/1

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

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

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

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[sideboard]

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Simo04 - Spy Combo (Pauper Magic Workshop) sheet 9/10 - 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.

Pilfer 1B

Sorcery

Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pilfer 1B

Sorcery

Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Simo04 - Spy Combo (Pauper Magic Workshop) sheet 10/10 - 3 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.