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| <div> <div>Acorn Harvest</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Sorcery</div> <div>Create two 1/1 green Squirrel creature tokens.<br/>Flashback--<math>\{1\}{G}</math>, Pay 3 life. (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>Blanchwood Prowler</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Elemental</div> <div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Blanchwood Prowler</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Elemental</div> <div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Blanchwood Prowler</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Elemental</div> <div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                               | <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                               | <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                               |

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| <div><div>Exhume</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Each player puts a creature card from their graveyard onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Exhume</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Each player puts a creature card from their graveyard onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Exhume</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Each player puts a creature card from their graveyard onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Exhume</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Each player puts a creature card from their graveyard onto the battlefield.</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   |

## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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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## Geothermal Boq

Land -- Swamp Mountain

( {T}: Add {B} or {R}.)  
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Instant

You gain 2 life for each creature card in your graveyard.  
Flashback {2}{6} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Instant

You gain 2 life for each creature card in your graveyard.  
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

You gain 2 life for each creature card in your graveyard.  
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)  
{T}: Add {C}.  
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)  
{T}: Add {C}.  
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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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| <b>Malevolent Rumble</b> ①⑥<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                | <b>Malevolent Rumble</b> ①⑥<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                | <b>Malevolent Rumble</b> ①⑥<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                    | <b>Malevolent Rumble</b> ①⑥<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                    |
| <b>Rotting Rats</b> ①B<br><hr/> Creature -- Zombie Rat<br><hr/> When this creature enters, each player discards a card. Unearth {1}{B} ({1}{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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Rotting Rats</b> ①B<br><hr/> Creature -- Zombie Rat<br><hr/> When this creature enters, each player discards a card. Unearth {1}{B} ({1}{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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Rubblebelt Maverick</b> ⑥<br><hr/> Creature -- Human Detective<br><hr/> When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Rubblebelt Maverick</b> ⑥<br><hr/> Creature -- Human Detective<br><hr/> When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Satyr Wayfinder</div><div>①⑥</div><div>Creature -- Satyr</div><div>When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Satyr Wayfinder</div><div>①⑥</div><div>Creature -- Satyr</div><div>When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Satyr Wayfinder</div><div>①⑥</div><div>Creature -- Satyr</div><div>When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Satyr Wayfinder</div><div>①⑥</div><div>Creature -- Satyr</div><div>When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       |
| <div><div>Scrapwork Mutt</div><div>②</div><div>Artifact Creature -- Dog</div><div>When this creature enters, you may discard a card. If you do, draw a card.<br/>Unearth {1}{R} ({1}{R}: 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>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scrapwork Mutt</div><div>②</div><div>Artifact Creature -- Dog</div><div>When this creature enters, you may discard a card. If you do, draw a card.<br/>Unearth {1}{R} ({1}{R}: 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>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scrapwork Mutt</div><div>②</div><div>Artifact Creature -- Dog</div><div>When this creature enters, you may discard a card. If you do, draw a card.<br/>Unearth {1}{R} ({1}{R}: 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>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scrapwork Mutt</div><div>②</div><div>Artifact Creature -- Dog</div><div>When this creature enters, you may discard a card. If you do, draw a card.<br/>Unearth {1}{R} ({1}{R}: 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>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Imp</div><div>Flying<br/>Whenever this creature deals combat damage to a creature, destroy that creature.<br/>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Imp</div><div>Flying<br/>Whenever this creature deals combat damage to a creature, destroy that creature.<br/>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Imp</div><div>Flying<br/>Whenever this creature deals combat damage to a creature, destroy that creature.<br/>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Imp</div><div>Flying<br/>Whenever this creature deals combat damage to a creature, destroy that creature.<br/>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                   | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                   | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                   | <div><div>Troll of Khazad-dûm</div><div><div>5</div><div>B</div></div></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><div>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          |

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| <b>Troll of Khazad-dûm</b> (5)(B)<br><hr/> Creature -- Troll<br><hr/> <p>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.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Troll of Khazad-dûm</b> (5)(B)<br><hr/> Creature -- Troll<br><hr/> <p>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.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Troll of Khazad-dûm</b> (5)(B)<br><hr/> Creature -- Troll<br><hr/> <p>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.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Wooded Ridgeline</b><br><hr/> Land -- Mountain Forest<br><hr/> <p>([T]): Add [R] or [G].)<br/> This land enters tapped.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                       |
| <b>Acorn Harvest</b> (3)(G)<br><hr/> Sorcery<br><hr/> <p>Create two 1/1 green Squirrel creature tokens.<br/> Flashback--[1][G], Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Ancient Grudge</b> (1)(R)<br><hr/> Instant<br><hr/> <p>Destroy target artifact.<br/> Flashback [G] (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                           | <b>Ancient Grudge</b> (1)(R)<br><hr/> Instant<br><hr/> <p>Destroy target artifact.<br/> Flashback [G] (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                           | <b>Ancient Grudge</b> (1)(R)<br><hr/> Instant<br><hr/> <p>Destroy target artifact.<br/> Flashback [G] (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Cast into the Fire</div><div>1R</div></div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Gnaw to the Bone</div><div>2G</div></div><div>Instant</div><div>You gain 2 life for each creature card in your graveyard.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Masked Vandal</div><div>1G</div></div><div>Creature -- Shapeshifter</div><div>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><div>[sideboard]</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Masked Vandal</div><div>1G</div></div><div>Creature -- Shapeshifter</div><div>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><div>[sideboard]</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           |
| <div><div><div>Ray of Revelation</div><div>1W</div></div><div>Instant</div><div>Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ray of Revelation</div><div>1W</div></div><div>Instant</div><div>Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Ray of Revelation</div><div>1W</div></div><div>Instant</div><div>Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div><div>Rotten Reunion</div><div>B</div></div><div>Instant</div><div>Exile up to one target card from a graveyard. Create a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at end of combat.)<br/>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Rotten Reunion</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile up to one target card from a graveyard. Create a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at end of combat.) Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Suffocating Fumes</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Suffocating Fumes</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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