Circle of the Land Druid {1}{G}

Creature -- Gnome Druid

When this creature enters, you may mill four cards. (You may put the top four cards of your library into your graveyard.)
Natural Recovery -- When this creature dies, return target land card from your graveyard to your 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

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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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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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

Playtest cards - TrainerLukas - Dredge (Lega Pauper Lipsia Season 3 Stage 6) sheet 1/10 - 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.

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Basic Land -- Forest

({T}: Add {G}.)

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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 {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

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5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Holdout Settlement

Land

{T}: Add {C}. ({C} represents colorless mana.)
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Holdout Settlement

Land

{T}: Add {C}. ({C} represents colorless mana.)
{T}, Tap an untapped creature you control: Add one mana of any color.

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Holdout Settlement

Land

{T}: Add {C}. ({C} represents colorless mana.)
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Holdout Settlement

Land

{T}: Add {C}. ({C} represents colorless mana.)
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Khalni Garden

Land

This land enters tapped.
When this land enters, create a 0/1 green Plant creature token.
{T}: Add {G}.

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This land enters tapped.
When this land enters, create a 0/1 green Plant creature token.
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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

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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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}."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TrainerLukas - Dredge (Lega Pauper Lipsia Season 3 Stage 6) 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.

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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When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

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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

Molten Gatekeeper (2)(R)

Artifact Creature -- Golem

Whenever another creature you control enters, this creature deals 1 damage to each opponent.
Unearth {R} ({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.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Creature -- Golem

Whenever another creature you control enters, this creature deals 1 damage to each opponent.
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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TrainerLukas - Dredge (Lega Pauper Lipsia Season 3 Stage 6) sheet 5/10 - 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.

Momentary Blink {1}{W}

Instant

Exile target creature you control, then return it to the battlefield under its owner's control.
Flashback {3}{U} (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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Exile target creature you control, then return it to the battlefield under its owner's control.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Satyr Wayfinder {1}{G}

Creature -- Satyr

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Satyr Wayfinder {1}{G}

Creature -- Satyr

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Satyr Wayfinder {1}{G}

Creature -- Satyr

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrapwork Mutt {2}

Artifact Creature -- Dog

When this creature enters, you may discard a card. If you do, draw a card.
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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrapwork Mutt {2}

Artifact Creature -- Dog

When this creature enters, you may discard a card. If you do, draw a card.
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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stinkweed Imp {2}{B}

Creature -- Imp

Flying
Whenever this creature deals combat damage to a creature, destroy that creature.
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.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survivors' Encampment

Land -- Desert

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survivors' Encampment

Land -- Desert

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TrainerLukas - Dredge (Lega Pauper Lipsia Season 3 Stage 6) sheet 7/10 - 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.

Town Greeter {1}{G}

Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Citizen

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Ridgeline

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Grudge {1}{R}

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Grudge {1}{R}

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TrainerLukas - Dredge (Lega Pauper Lipsia Season 3 Stage 6) sheet 8/10 - 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.

Fang Dragon 5RR

Creature -- Dragon

Flying

[sideboard]

6/3

- - - ADVENTURE - - -

Forktail Sweep 1R

Sorcery -- Adventure

Forktail Sweep deals 1 damage to each creature you don't control. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fang Dragon 5RR

Creature -- Dragon

Flying

[sideboard]

6/3

- - - ADVENTURE - - -

Forktail Sweep 1R

Sorcery -- Adventure

Forktail Sweep deals 1 damage to each creature you don't control. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fang Dragon 5RR

Creature -- Dragon

Flying

[sideboard]

6/3

- - - ADVENTURE - - -

Forktail Sweep 1R

Sorcery -- Adventure

Forktail Sweep deals 1 damage to each creature you don't control. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flaring Pain 1R

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

Gnaw to the Bone 2G

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gnaw to the Bone 2G

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TrainerLukas - Dredge (Lega Pauper Lipsia Season 3 Stage 6) 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.

Mesmeric Fiend 1B

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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mesmeric Fiend 1B

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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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ray of Revelation 1W

Instant

Destroy target enchantment.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ray of Revelation 1W

Instant

Destroy target enchantment.
Flashback {G} (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 - TrainerLukas - Dredge (Lega Pauper Lipsia Season 3 Stage 6) sheet 10/10 - 4 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.