

3 G

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.)

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① ②

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.)

1/1

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This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.

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① ⑥

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

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<div> Dread Return <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Exhume <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 PLAY botbox.dev </div>	<div> Exhume <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 PLAY botbox.dev </div>	<div> Exhume <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 PLAY botbox.dev </div>
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({T}: Add {B} or {G}.)
This land enters tapped.

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6 B

Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.

6/5

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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.

1/1

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<div> <div>Satyr Wayfinder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Satyr</div> <div> <p>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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Satyr Wayfinder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Satyr</div> <div> <p>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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Satyr Wayfinder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Satyr</div> <div> <p>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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Satyr Wayfinder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Satyr</div> <div> <p>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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Scrapwork Mutt</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Dog</div> <div> <p>When this creature enters, you may discard a card. If you do, draw a card.</p> <p>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.)</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Scrapwork Mutt</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Dog</div> <div> <p>When this creature enters, you may discard a card. If you do, draw a card.</p> <p>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.)</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Scrapwork Mutt</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Dog</div> <div> <p>When this creature enters, you may discard a card. If you do, draw a card.</p> <p>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.)</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Scrapwork Mutt</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Dog</div> <div> <p>When this creature enters, you may discard a card. If you do, draw a card.</p> <p>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.)</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

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

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Swamp

Basic Land -- Swamp

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

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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

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Ancient Grudge (1)(R) <hr/> Instant <hr/> <p>Destroy target artifact. 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>	Ancient Grudge (1)(R) <hr/> Instant <hr/> <p>Destroy target artifact. 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>	Ancient Grudge (1)(R) <hr/> Instant <hr/> <p>Destroy target artifact. 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>	Ancient Grudge (1)(R) <hr/> Instant <hr/> <p>Destroy target artifact. 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>

3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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