

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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① ⑥

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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Circle of the Land Druid ①⑥ 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Circle of the Land Druid ①⑥ 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Circle of the Land Druid ①⑥ 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduit Pylons Land -- Desert 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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div><div>Dread Return</div><div>2BB</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 PLAYbotbox.dev</div></div>	<div><div><div>Dread Return</div><div>2BB</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 PLAYbotbox.dev</div></div>	<div><div><div>Exhume</div><div>1B</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><div><div>Exhume</div><div>1B</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>
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<div><div>Lotleth Giant</div><div><div>6</div><div>B</div></div></div> <div><div>Creature -- Zombie Giant</div><div>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</div></div> <div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lotleth Giant</div><div><div>6</div><div>B</div></div></div> <div><div>Creature -- Zombie Giant</div><div>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</div></div> <div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lotleth Giant</div><div><div>6</div><div>B</div></div></div> <div><div>Creature -- Zombie Giant</div><div>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</div></div> <div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lotleth Giant</div><div><div>6</div><div>B</div></div></div> <div><div>Creature -- Zombie Giant</div><div>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</div></div> <div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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>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.) <div>1/2</div> 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.) <div>1/2</div> 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.) <div>1/2</div> 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.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 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.) <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Luminati - Pauper (Pauper League)

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.

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Troll of Khazad-dûm</div><div>5B</div></div><div>Creature -- Troll</div><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>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Troll of Khazad-dûm</div><div>5B</div></div><div>Creature -- Troll</div><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>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Troll of Khazad-dûm</div><div>5B</div></div><div>Creature -- Troll</div><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>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wooded Ridgeline</div></div><div>Land -- Mountain Forest</div><div><div>{T}: Add {R} or {G}.) This land enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Ancient Grudge</div><div>1R</div></div><div>Instant</div><div><div>Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ancient Grudge</div><div>1R</div></div><div>Instant</div><div><div>Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ancient Grudge</div><div>1R</div></div><div>Instant</div><div><div>Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ancient Grudge</div><div>1R</div></div><div>Instant</div><div><div>Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Coffin Purge</div> <div>B</div> <div>Instant</div> <div>Exile target card from a graveyard. Flashback {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 PLAY botbox.dev</div>	<div>Coffin Purge</div> <div>B</div> <div>Instant</div> <div>Exile target card from a graveyard. Flashback {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 PLAY botbox.dev</div>	<div>Coffin Purge</div> <div>B</div> <div>Instant</div> <div>Exile target card from a graveyard. Flashback {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 PLAY botbox.dev</div>	<div>Coffin Purge</div> <div>B</div> <div>Instant</div> <div>Exile target card from a graveyard. Flashback {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 PLAY botbox.dev</div>
<div>Masked Vandal</div> <div>16</div> <div>Creature -- Shapeshifter</div> <div>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.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Masked Vandal</div> <div>16</div> <div>Creature -- Shapeshifter</div> <div>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.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Masked Vandal</div> <div>16</div> <div>Creature -- Shapeshifter</div> <div>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.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Masked Vandal</div> <div>16</div> <div>Creature -- Shapeshifter</div> <div>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.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Ray of Revelation<div>1W</div></div><div>Instant</div><div>Destroy target enchantment. 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>Ray of Revelation<div>1W</div></div><div>Instant</div><div>Destroy target enchantment. 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>Ray of Revelation<div>1W</div></div><div>Instant</div><div>Destroy target enchantment. 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>	

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