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| <div><div><div>Conduit Pylons</div><div>Land -- Desert</div><div>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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><div>Dread Return</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><div>Dread Return</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><div>Dread Return</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><div>Dread Return</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><div>Exhume</div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         | <div><div><div>Exhume</div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         | <div><div><div>Exhume</div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</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>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Generous Ent</div><div><div>5</div><div>G</div></div></div> <div>Creature -- Treefolk</div> <div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Generous Ent</div><div><div>5</div><div>G</div></div></div> <div>Creature -- Treefolk</div> <div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Generous Ent</div><div>56</div></div><div><div>Creature -- Treefolk</div><div>Reach</div><div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Generous Ent</div><div>56</div></div><div><div>Creature -- Treefolk</div><div>Reach</div><div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Geothermal Bog</div></div><div><div>Land -- Swamp Mountain</div><div>({T}: Add {B} or {R}.)</div><div>This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Gnaw to the Bone</div><div>26</div></div><div><div>Instant</div><div>You gain 2 life for each creature card in your graveyard.</div><div>Flashback {2}{G} (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><div>Gnaw to the Bone</div><div>26</div></div><div><div>Instant</div><div>You gain 2 life for each creature card in your graveyard.</div><div>Flashback {2}{G} (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><div>Gnaw to the Bone</div><div>26</div></div><div><div>Instant</div><div>You gain 2 life for each creature card in your graveyard.</div><div>Flashback {2}{G} (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><div>Haunted Mire</div></div><div><div>Land -- Swamp Forest</div><div>({T}: Add {B} or {G}.)</div><div>This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>     | <div><div><div>Khalni Garden</div></div><div><div>Land</div><div>This land enters tapped.</div><div>When this land enters, create a 0/1 green Plant creature token.</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                  |

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| <p><b>Lotleth Giant</b> (6)(B)</p> <p>Creature -- Zombie Giant</p> <p>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    | <p><b>Lotleth Giant</b> (6)(B)</p> <p>Creature -- Zombie Giant</p> <p>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    | <p><b>Lotleth Giant</b> (6)(B)</p> <p>Creature -- Zombie Giant</p> <p>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    | <p><b>Lotleth Giant</b> (6)(B)</p> <p>Creature -- Zombie Giant</p> <p>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    |
| <p><b>Malevolent Rumble</b> (1)(G)</p> <p>Sorcery</p> <p>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}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Malevolent Rumble</b> (1)(G)</p> <p>Sorcery</p> <p>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}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Malevolent Rumble</b> (1)(G)</p> <p>Sorcery</p> <p>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}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Malevolent Rumble</b> (1)(G)</p> <p>Sorcery</p> <p>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}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <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>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>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>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>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>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>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>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> |

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| <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>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.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>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.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>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.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>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.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                             | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                             | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                             | <b>Troll of Khazad-dûm</b> (5)(B)<br>Creature -- Troll<br>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.)<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                        |

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

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| <div> <b>Fang Dragon</b> <span>(5)(R)(R)</span> </div> <div>           Creature -- Dragon         </div> <div>           Flying         </div> <div>           [sideboard]         </div> <div> <div>6/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Forktail Sweep</b> <span>(1)(R)</span> </div> <div>           Sorcery -- Adventure         </div> <div>           Forktail Sweep deals 1 damage to each creature you don't control. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Fang Dragon</b> <span>(5)(R)(R)</span> </div> <div>           Creature -- Dragon         </div> <div>           Flying         </div> <div>           [sideboard]         </div> <div> <div>6/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Forktail Sweep</b> <span>(1)(R)</span> </div> <div>           Sorcery -- Adventure         </div> <div>           Forktail Sweep deals 1 damage to each creature you don't control. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Fang Dragon</b> <span>(5)(R)(R)</span> </div> <div>           Creature -- Dragon         </div> <div>           Flying         </div> <div>           [sideboard]         </div> <div> <div>6/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Forktail Sweep</b> <span>(1)(R)</span> </div> <div>           Sorcery -- Adventure         </div> <div>           Forktail Sweep deals 1 damage to each creature you don't control. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Gnaw to the Bone</b> <span>(2)(G)</span> </div> <div>           Instant         </div> <div>           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.)         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Mesmeric Fiend</b> <span>(1)(B)</span> </div> <div>           Creature -- Nightmare Horror         </div> <div>           When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br/>           When this creature leaves the battlefield, return the exiled card to its owner's hand.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                | <div> <b>Mesmeric Fiend</b> <span>(1)(B)</span> </div> <div>           Creature -- Nightmare Horror         </div> <div>           When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br/>           When this creature leaves the battlefield, return the exiled card to its owner's hand.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                | <div> <b>Ray of Revelation</b> <span>(1)(W)</span> </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 PLAY           botbox.dev         </div>                                                                                                                                                                                                                                            | <div> <b>Ray of Revelation</b> <span>(1)(W)</span> </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 PLAY           botbox.dev         </div>                                 |

Playtest cards - BERNASTORRES - Pauper (Pauper Challenge 32)

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 9/10 - 8 cards - 2.5 x 3.5 in each

## Ray of Revelation

① W

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

## Rotten Reunion

**B**

Instant

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rotten Reunion

**(B)**

Instant

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.)

[sideboard]

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