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| <b>Acorn Harvest</b> ③⑥<br><hr/> Sorcery<br><hr/> 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.) <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                           | <b>Blanchwood Prowler</b> ①⑥<br><hr/> Creature -- Elemental<br><hr/> 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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Blanchwood Prowler</b> ①⑥<br><hr/> Creature -- Elemental<br><hr/> 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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Circle of the Land Druid</b> ①⑥<br><hr/> Creature -- Gnome Druid<br><hr/> When this creature enters, you may mill four cards. (You may put the top four cards of your library into your graveyard.)<br>Natural Recovery -- When this creature dies, return target land card from your graveyard to your hand. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Circle of the Land Druid</b> ①⑥<br><hr/> Creature -- Gnome Druid<br><hr/> When this creature enters, you may mill four cards. (You may put the top four cards of your library into your graveyard.)<br>Natural Recovery -- When this creature dies, return target land card from your graveyard to your hand. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Circle of the Land Druid</b> ①⑥<br><hr/> Creature -- Gnome Druid<br><hr/> When this creature enters, you may mill four cards. (You may put the top four cards of your library into your graveyard.)<br>Natural Recovery -- When this creature dies, return target land card from your graveyard to your hand. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>           | <b>Circle of the Land Druid</b> ①⑥<br><hr/> Creature -- Gnome Druid<br><hr/> When this creature enters, you may mill four cards. (You may put the top four cards of your library into your graveyard.)<br>Natural Recovery -- When this creature dies, return target land card from your graveyard to your hand. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>           | <b>Conduit Pylons</b><br><hr/> Land -- Desert<br><hr/> When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>{T}: Add {C}.<br>{1}, {T}: Add one mana of any color. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                   |

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Exhume</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>Exhume</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>Exhume</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>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>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>5G</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>5G</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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| <b>Generous Ent</b> (5)(6)<br>Creature -- Treefolk<br>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.)<br><div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Generous Ent</b> (5)(6)<br>Creature -- Treefolk<br>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.)<br><div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Geothermal Bog</b><br>Land -- Swamp Mountain<br>({T}: Add {B} or {R}.)<br>This land enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gnaw to the Bone</b> (2)(6)<br>Instant<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Gnaw to the Bone</b> (2)(6)<br>Instant<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 | <b>Gnaw to the Bone</b> (2)(6)<br>Instant<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 | <b>Haunted Mire</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>This land enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Lotleth Giant</b> (6)(B)<br>Creature -- Zombie Giant<br>Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev             |

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

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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>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> | <div> <div>Stinkweed Imp</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Imp</div> <div> <p>Flying</p> <p>Whenever this creature deals combat damage to a creature, destroy that creature.</p> <p>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.)</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                        |

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

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| <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> |

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| <div><div><div>Bojuka Bog</div><div>Land</div><div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                            | <div><div><div>Bojuka Bog</div><div>Land</div><div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div><div>Fang Dragon</div><div>Creature -- Dragon</div><div>Flying</div><div>[sideboard]</div></div><div><div>6/3</div></div><div><div>----- ADVENTURE -----</div><div><div>Forktail Sweep</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fang Dragon</div><div>Creature -- Dragon</div><div>Flying</div><div>[sideboard]</div></div><div><div>6/3</div></div><div><div>----- ADVENTURE -----</div><div><div>Forktail Sweep</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Fang Dragon</div><div>Creature -- Dragon</div><div>Flying</div><div>[sideboard]</div></div><div><div>6/3</div></div><div><div>----- ADVENTURE -----</div><div><div>Forktail Sweep</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Flaring Pain</div><div>Instant</div><div>Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Gnaw to the Bone</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                      | <div><div><div>Ray of Revelation</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                      |

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| <div> <div> Ray of Revelation <div> <div>1</div> <div>W</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Ray of Revelation <div> <div>1</div> <div>W</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Ray of Revelation <div> <div>1</div> <div>W</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - MisterTwin - 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 10/10 - 3 cards - 2.5 x 3.5 in each