## Cabal Therapy {B}

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Condemn {W}

Instant

Put target attacking creature on the bottom of its owner's library. Its controller gains life equal to its toughness.

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## Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Playtest cards - UncomfortableFamilyDinner - FreeForm (Fantasy Standard Weekly)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## Deadly Cover-Up {3}{B}{B}

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Drannith Ruins

Land

{T}: Add {C}.
{2}, {T}: Put two +1/+1 counters on target non-Human creature that entered this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Mortify {1}{W}{B}

Instant

Destroy target creature or enchantment.

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## Oblivion Ring {2}{W}

Enchantment

When this enchantment enters, exile another target nonland permanent.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

When this enchantment enters, exile another target nonland permanent.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orzhov Basilica

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {W}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orzhov Basilica

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {W}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

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## Push {1}{W/B}

Sorcery

Destroy target tapped creature.

- - - RIGHT HALF - - -

## Pull {4}{B/R}{B/R}

Sorcery

Put up to two target creature cards from a single graveyard onto the battlefield under your control. They gain haste until end of turn. Sacrifice them at the beginning of the next end step.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Shrieking Grotesque {2}{W}

Creature -- Gargoyle

Flying
When this creature enters, if {B} was spent to cast it, target player discards a card.

**2/1**

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## Soul Search {W}{B}

Sorcery

Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sun Titan {4}{W}{W}

Creature -- Giant

Vigilance
Whenever this creature enters or attacks, you may return target permanent card with mana value 3 or less from your graveyard to the battlefield.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sun Titan {4}{W}{W}

Creature -- Giant

Vigilance
Whenever this creature enters or attacks, you may return target permanent card with mana value 3 or less from your graveyard to the battlefield.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Tidehollow Sculler {W}{B}

Artifact Creature -- Zombie

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.

**2/2**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Unscrupulous Agent {1}{B}

Creature -- Elf Detective

When this creature enters, target opponent exiles a card from their hand.

**1/1**

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## Urborg Scavengers {2}{B}

Creature -- Spirit

Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature.
This creature has flying as long as a card exiled with it has flying.
The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

**2/2**

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Abolish {1}{W}{W}

Instant

You may discard a Plains card rather than pay this spell's mana cost.
Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

You may discard a Plains card rather than pay this spell's mana cost.
Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Celestial Purge {1}{W}

Instant

Exile target black or red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Exile target black or red permanent.

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## Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Sanctity {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Singularity {2}{U}{U}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
All nonland permanents are legendary.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Singularity {2}{U}{U}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
All nonland permanents are legendary.

[sideboard]

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**Leyline of Singularity** 2UU

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All nonland permanents are legendary.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Urborg Scavengers** 2B

Creature -- Spirit

Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature.
This creature has flying as long as a card exiled with it has flying.
The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

[sideboard]

**2/2**

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