

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 PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon Breath 1R Enchantment -- Aura Enchant creature Enchanted creature has haste. {R}: Enchanted creature gets +1/+0 until end of turn. When a creature with mana value 6 or greater enters, you may return this card from your graveyard to the battlefield attached to that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Land

This land enters with three mining counters on it.
{}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.

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① ⑥

Creature -- Human Druid

{G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

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Hermit Druid ①⑥ Creature -- Human Druid {G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hermit Druid ①⑥ Creature -- Human Druid {G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krosan Reclamation ①⑥ Instant Target player shuffles up to two target cards from their graveyard into their library. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shallow Grave 1B Instant Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shallow Grave 1B Instant Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shallow Grave 1B Instant Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stifle Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stifle Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stifle Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stifle Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sutured Ghoul Creature -- Zombie Trample As this creature enters, exile any number of creature cards from your graveyard. Sutured Ghoul's power is equal to the total power of the exiled cards and its toughness is equal to their total toughness. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Safekeeper Creature -- Human Wizard Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Worldly Tutor Instant Search your library for a creature card , reveal it , then shuffle and put the card on top . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worldly Tutor Instant Search your library for a creature card , reveal it , then shuffle and put the card on top . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worldly Tutor Instant Search your library for a creature card , reveal it , then shuffle and put the card on top . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worldly Tutor Instant Search your library for a creature card , reveal it , then shuffle and put the card on top . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

[sideboard]

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Coffin Purge

B

Instant

Exile target card from a graveyard.
Flashback {B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

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Defense Grid

②

Artifact

Each spell costs {3} more to cast
except during its controller's turn.

[sidebar]

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Flaring Pain

①②R

Instant

Damage can't be prevented this turn.
Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

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Ghitu Slinger (2)(R) Creature -- Human Nomad Echo {2}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, it deals 2 damage to any target. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krosan Reclamation (1)(G) Instant Target player shuffles up to two target cards from their graveyard into their library. Flashback {1}{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	Mesmeric Fiend (1)(B) Creature -- Nightmare Horror 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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
Sylvan Library (1)(G) Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Safekeeper (G) Creature -- Human Wizard Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Safekeeper (G) Creature -- Human Wizard Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Domain (1)(G) Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Domain 1 6 Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uktabi Orangutan 2 6 Creature -- Ape When this creature enters, destroy target artifact. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vision Charm U Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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