

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	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	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	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
Deranged Hermit 3GG Creature -- Elf Echo {3}{G}{G} (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, create four 1/1 green Squirrel creature tokens. Squirrel creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Edict 1B Instant Target player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Intent 1B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Intent 1B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress 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 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 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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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Gamekeeper

Creature -- Elf

When this creature dies, you may exile it. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield and put all other cards revealed this way into your graveyard.

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When this creature dies, you may exile it. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield and put all other cards revealed this way into your graveyard.

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Living Wish

Sorcery

You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.

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Llanowar Wastes

Land

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{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
1 damage to you.
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Phantom Nishoba (5)(G)(W) Creature -- Cat Beast Spirit Trample This creature enters with seven +1/+1 counters on it. Whenever this creature deals damage, you gain that much life. If damage would be dealt to this creature, prevent that damage. Remove a +1/+1 counter from this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Tower Legendary Land {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recurring Nightmare (2)(B) Enchantment Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Symbiotic Wurm Creature -- Wurm When this creature dies, create seven 1/1 green Insect creature tokens. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Veteran Explorer Creature -- Human Soldier Scout When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veteran Explorer Creature -- Human Soldier Scout When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veteran Explorer Creature -- Human Soldier Scout When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veteran Explorer Creature -- Human Soldier Scout When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Blossoms (1)(G) Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms (1)(G) Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms (1)(G) Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms (1)(G) Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abyssal Gatekeeper (1)(B) Creature -- Horror When this creature dies, each player sacrifices a creature of their choice. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bone Shredder (2)(B) Creature -- Phyrexian Minion Flying Echo {2}{B} (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, destroy target nonartifact, nonblack creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dust Bowl Land {T}: Add {C}. {3}, {T}, Sacrifice a land: Destroy target nonbasic land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graveborn Muse (2)(B)(B) Creature -- Zombie Spirit At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles.

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2 B B

If an opponent controls a Plains and you control a Swamp, you may cast this spell without paying its mana cost.

All creatures get -2/-2 until end of turn.

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④

At the beginning of your upkeep,
sacrifice this creature unless you
discard a card.
{2}: This creature deals 1 damage to
target creature.
{2}: Regenerate this creature.

4/4

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3 G

Morph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When this creature is turned face up, destroy target artifact or enchantment.

3/2

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① ②

Destroy target artifact or enchantment.

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①GG

This creature enters with two +1/+1 counters on it.

{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.

Remove a +1/+1 counter from this creature: You gain 2 life.

0/0

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3 B G

Whenever this creature deals damage to a creature, put a +1/+1 counter on this creature.

{B}: Regenerate this creature.

{G}: This creature becomes the color of your choice until end of turn.

6/6

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①

{T}, Sacrifice this artifact: Exile target player's graveyard.

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Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Uktabi Orangutan Creature -- Ape When this creature enters, destroy target artifact. [sideboard] 2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withered Wretch Creature -- Zombie Cleric {1}: Exile target card from a graveyard. [sideboard] 2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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