

B

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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Whenever this land becomes tapped,
it deals 1 damage to you.
{T}: Add one mana of any color.

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①②

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.

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(B)

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

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②⑥

Exile this card from your hand: Add {G}.

2/2

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This land enters with three mining counters on it.

{T}, 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

{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

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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lotus Petal Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Phyrexian Dreadnought Artifact Creature -- Phyrexian Dreadnought Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Dreadnought Artifact Creature -- Phyrexian Dreadnought Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Dreadnought Artifact Creature -- Phyrexian Dreadnought Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Dreadnought Artifact Creature -- Phyrexian Dreadnought Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Reanimate B Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reanimate B Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reanimate B Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reanimate B Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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	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	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.	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.)	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.)	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.)
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Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.

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Crippling Fatigue ①ⒷⒷ

Sorcery

Target creature gets -2/-2 until end of turn.
Flashback--{1}{B}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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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.

[sidebar]

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Krosan Reclamation ① ⑥

Instant

Target player shuffles up to two target cards from their graveyard into their library.
Flashback {1}{6} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

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Ray of Revelation ① ① W

Instant

Destroy target enchantment.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

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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	Shallow Grave (1)(B) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smother (1)(B) Instant Destroy target creature with mana value 3 or less. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smother (1)(B) Instant Destroy target creature with mana value 3 or less. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sutured Ghoul (4)(B)(B)(B) 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. [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	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

G

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

0/1

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