

Akroma, Angel of Wrath 5WWWW Legendary Creature -- Angel Flying, first strike, vigilance, trample, haste, protection from black and from red 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Akroma, Angel of Wrath 5WWWW Legendary Creature -- Angel Flying, first strike, vigilance, trample, haste, protection from black and from red 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Akroma, Angel of Wrath 5WWWW Legendary Creature -- Angel Flying, first strike, vigilance, trample, haste, protection from black and from red 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Akroma, Angel of Wrath 5WWWW Legendary Creature -- Angel Flying, first strike, vigilance, trample, haste, protection from black and from red 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Animate Dead 1B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Animate Dead 1B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. 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.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Careful Study U Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Careful Study U Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Careful Study U Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Careful Study U Sorcery Draw two cards, then discard two cards. 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	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

Exhume 1 B Sorcery Each player puts a creature card from their graveyard onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exhume 1 B Sorcery Each player puts a creature card from their graveyard onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exhume 1 B Sorcery Each player puts a creature card from their graveyard onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exhume 1 B Sorcery Each player puts a creature card from their graveyard onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Putrid Imp Ⓑ Creature -- Zombie Imp Discard a card: This creature gains flying until end of turn. Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and can't block. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Putrid Imp Ⓑ Creature -- Zombie Imp Discard a card: This creature gains flying until end of turn. Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and can't block. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Putrid Imp Ⓑ Creature -- Zombie Imp Discard a card: This creature gains flying until end of turn. Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and can't block. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Putrid Imp Ⓑ Creature -- Zombie Imp Discard a card: This creature gains flying until end of turn. Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and can't block. 1/1 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
Rorix Bladewing 3RRR Legendary Creature -- Dragon Flying, haste 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rorix Bladewing 3RRR Legendary Creature -- Dragon Flying, haste 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rorix Bladewing 3RRR Legendary Creature -- Dragon Flying, haste 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rorix Bladewing 3RRR Legendary Creature -- Dragon Flying, haste 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Symbiotic Wurm 5 G G G Creature -- Wurm When this creature dies, create seven 1/1 green Insect creature tokens. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Symbiotic Wurm 5 G G G Creature -- Wurm When this creature dies, create seven 1/1 green Insect creature tokens. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Symbiotic Wurm 5 G G G Creature -- Wurm When this creature dies, create seven 1/1 green Insect creature tokens. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Symbiotic Wurm 5 G G G Creature -- Wurm When this creature dies, create seven 1/1 green Insect creature tokens. 7/7 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Zombie Infestation ①B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombie Infestation ①B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombie Infestation ①B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombie Infestation ①B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Annu l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annu l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annu l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain of Vapor U Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chain of Vapor Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Null Rod Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Null Rod Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smother Instant Destroy target creature with mana value 3 or less. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smother Instant Destroy target creature with mana value 3 or less. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smother Instant Destroy target creature with mana value 3 or less. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Web of Inertia 2 U Enchantment At the beginning of combat on each opponent's turn, that player may exile a card from their graveyard. If the player doesn't, creatures they control can't attack you this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Web of Inertia 2 U Enchantment At the beginning of combat on each opponent's turn, that player may exile a card from their graveyard. If the player doesn't, creatures they control can't attack you this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	