

Akroma, Angel of Wrath (5)(W)(W)(W) 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 (5)(W)(W)(W) 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 (5)(W)(W)(W) 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 (1)(B) 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	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 Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Careful Study Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Careful Study Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Careful Study Sorcery Draw two cards, then discard two cards. 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

Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exhume 1B Sorcery Each player puts a creature card from their graveyard onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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LifeG Sorcery All lands you control become 1/1 creatures until end of turn. They're still lands. ----- RIGHT HALF ----- Death1B Sorcery Return target creature card from your graveyard to the battlefield. You lose life equal to its mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal9 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal9 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal9 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 PLAY botbox.dev	Peek Instant Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peek Instant Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Petradon Creature -- Nightmare Beast When this creature enters, exile two target lands. When this creature leaves the battlefield, return the exiled cards to the battlefield under their owners' control. {R}: This creature gets +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Petradon Creature -- Nightmare Beast When this creature enters, exile two target lands. When this creature leaves the battlefield, return the exiled cards to the battlefield under their owners' control. {R}: This creature gets +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Petradon Creature -- Nightmare Beast When this creature enters, exile two target lands. When this creature leaves the battlefield, return the exiled cards to the battlefield under their owners' control. {R}: This creature gets +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Petradon Creature -- Nightmare Beast When this creature enters, exile two target lands. When this creature leaves the battlefield, return the exiled cards to the battlefield under their owners' control. {R}: This creature gets +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phantom Nishoba 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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	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	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	Putrid Imp (B) 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 PLAY botbox.dev
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Sickening Dreams 1B Sorcery As an additional cost to cast this spell, discard X cards. Sickening Dreams deals X damage to each creature and each player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sickening Dreams 1B Sorcery As an additional cost to cast this spell, discard X cards. Sickening Dreams deals X damage to each creature and each player. 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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Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ihsan's Shade 3BBB Legendary Creature -- Shade Knight Protection from white [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ihsan's Shade 3BBB Legendary Creature -- Shade Knight Protection from white [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ihsan's Shade 3BBB Legendary Creature -- Shade Knight Protection from white [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Iridescent Angel 5WU Creature -- Angel Flying, protection from each color [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Iridescent Angel 5WU Creature -- Angel Flying, protection from each color [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Iridescent Angel 5WU Creature -- Angel Flying, protection from each color [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oath of Druids 1G Enchantment At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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