**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

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**6/6**

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**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.)

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**Cabal Therapy** {B}

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## Careful Study (U)

Sorcery

Draw two cards, then discard two cards.

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Draw two cards, then discard two cards.

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Sorcery

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Sorcery

Draw two cards, then discard two cards.

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## City of Brass

Land

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

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## Crosis, the Purger {3}{U}{B}{R}

Legendary Creature -- Dragon

Flying
Whenever Crosis deals combat damage to a player, you may pay {2}{B}. If you do, choose a color, then that player reveals their hand and discards all cards of that color.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Add {B}{B}{B}.

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## Exhume {1}{B}

Sorcery

Each player puts a creature card from their graveyard onto the battlefield.

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Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gemstone Mine

Land

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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## Life {G}

Sorcery

All lands you control become 1/1 creatures until end of turn. They're still lands.

- - - RIGHT HALF - - -

## Death {1}{B}

Sorcery

Return target creature card from your graveyard to the battlefield. You lose life equal to its mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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All lands you control become 1/1 creatures until end of turn. They're still lands.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

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## Petradon {6}{R}{R}

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.

**5/6**

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

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Remove a +1/+1 counter from this creature.

**0/0**

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## 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**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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**Playtest cards - Delfo93 - Premodern v3 Group 9BE25F (Life // Death, Putrid Imp) (PREMODER** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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## Rorix Bladewing {3}{R}{R}{R}

Legendary Creature -- Dragon

Flying, haste

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sickening Dreams {1}{B}

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 PLAY botbox.dev

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Sorcery

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## Silvos, Rogue Elemental {3}{G}{G}{G}

Legendary Creature -- Elemental

Trample
{G}: Regenerate Silvos.

**8/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Underground River

Land

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

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## Underground River

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Undiscovered Paradise

Land

{T}: Add one mana of any color. During your next untap step, as you untap your permanents, return this land to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Undiscovered Paradise

Land

{T}: Add one mana of any color. During your next untap step, as you untap your permanents, return this land to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Visara the Dreadful {3}{B}{B}{B}

Legendary Creature -- Gorgon

Flying
{T}: Destroy target creature. It can't be regenerated.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crumble {G}

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.

[sideboard]

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Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

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Artifact

Activated abilities of creatures can't be activated.

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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 PLAY botbox.dev

## 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 PLAY botbox.dev

## Ihsan's Shade {3}{B}{B}{B}

Legendary Creature -- Shade Knight

Protection from white

[sideboard]

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Iridescent Angel {5}{W}{U}

Creature -- Angel

Flying, protection from each color

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multani, Maro-Sorcerer {4}{G}{G}

Legendary Creature -- Elemental Sorcerer

Shroud (This creature can't be the target of spells or abilities.) Multani's power and toughness are each equal to the total number of cards in all players' hands.

[sideboard]

***/***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

***/***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oath of Druids {1}{G}

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]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stronghold Gambit {1}{R}

Sorcery

Each player chooses a card in their hand. Then each player reveals their chosen card. The owner of each creature card revealed this way with the lowest mana value puts it onto the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stronghold Gambit {1}{R}

Sorcery

Each player chooses a card in their hand. Then each player reveals their chosen card. The owner of each creature card revealed this way with the lowest mana value puts it onto the battlefield.

[sideboard]

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