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| <div><div>Akroma, Angel of Wrath (5)(W)(W)(W)</div><div>Legendary Creature -- Angel</div><div>Flying, first strike, vigilance, trample, haste, protection from black and from red</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div>Akroma, Angel of Wrath (5)(W)(W)(W)</div><div>Legendary Creature -- Angel</div><div>Flying, first strike, vigilance, trample, haste, protection from black and from red</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div>Akroma, Angel of Wrath (5)(W)(W)(W)</div><div>Legendary Creature -- Angel</div><div>Flying, first strike, vigilance, trample, haste, protection from black and from red</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Arcane Denial (1)(U)</div><div>Instant</div><div>Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Arcane Denial (1)(U)</div><div>Instant</div><div>Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arcane Denial (1)(U)</div><div>Instant</div><div>Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Avatar of Woe (6)(B)(B)</div><div>Creature -- Avatar</div><div>If there are ten or more creature cards total in all graveyards, this spell costs {6} less to cast. Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) {T}: Destroy target creature. It can't be regenerated.</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Boomerang (U)(U)</div><div>Instant</div><div>Return target permanent to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              |

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| <div>Careful Study</div> <div>U</div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <div>Careful Study</div> <div>U</div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <div>Careful Study</div> <div>U</div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <div>Careful Study</div> <div>U</div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               |
| <div>Daze</div> <div>1U</div> <div>Instant</div> <div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br/>Counter target spell unless its controller pays {1}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Daze</div> <div>1U</div> <div>Instant</div> <div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br/>Counter target spell unless its controller pays {1}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Daze</div> <div>1U</div> <div>Instant</div> <div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br/>Counter target spell unless its controller pays {1}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Exhume</div> <div>1B</div> <div>Sorcery</div> <div>Each player puts a creature card from their graveyard onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Exhume</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Each player puts a creature card from their graveyard onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 | <div><div>Exhume</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Each player puts a creature card from their graveyard onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 | <div><div>Exhume</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Each player puts a creature card from their graveyard onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 | <div><div>Foil</div><div><div>2</div><div>U</div><div>U</div></div></div> <div>Instant</div> <div>You may discard an Island card and another card rather than pay this spell's mana cost.<br/>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Foil</div><div><div>2</div><div>U</div><div>U</div></div></div> <div>Instant</div> <div>You may discard an Island card and another card rather than pay this spell's mana cost.<br/>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Foil</div><div><div>2</div><div>U</div><div>U</div></div></div> <div>Instant</div> <div>You may discard an Island card and another card rather than pay this spell's mana cost.<br/>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Foil</div><div><div>2</div><div>U</div><div>U</div></div></div> <div>Instant</div> <div>You may discard an Island card and another card rather than pay this spell's mana cost.<br/>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Frantic Search</div><div><div>2</div><div>U</div></div></div> <div>Instant</div> <div>Draw two cards, then discard two cards. Untap up to three lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    |

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| <div><div>Frantic Search</div><div><div>2</div><div>U</div></div></div> <div><div>Instant</div><div>Draw two cards, then discard two cards. Untap up to three lands.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Frantic Search</div><div><div>2</div><div>U</div></div></div> <div><div>Instant</div><div>Draw two cards, then discard two cards. Untap up to three lands.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Impulse</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                            | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                               | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                               |
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Multani, Maro-Sorcerer 4GG</div><div>Legendary Creature -- Elemental Sorcerer</div><div>Shroud (This creature can't be the target of spells or abilities.)<br/>Multani's power and toughness are each equal to the total number of cards in all players' hands.</div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Multani, Maro-Sorcerer 4GG</div><div>Legendary Creature -- Elemental Sorcerer</div><div>Shroud (This creature can't be the target of spells or abilities.)<br/>Multani's power and toughness are each equal to the total number of cards in all players' hands.</div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Petradon</div><div><div>6</div><div>R</div><div>R</div></div></div><div>Creature -- Nightmare Beast</div><div>When this creature enters, exile two target lands.<br/>When this creature leaves the battlefield, return the exiled cards to the battlefield under their owners' control.<br/>{R}: This creature gets +1/+0 until end of turn.</div><div><div>5/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Petradon</div><div><div>6</div><div>R</div><div>R</div></div></div><div>Creature -- Nightmare Beast</div><div>When this creature enters, exile two target lands.<br/>When this creature leaves the battlefield, return the exiled cards to the battlefield under their owners' control.<br/>{R}: This creature gets +1/+0 until end of turn.</div><div><div>5/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Phantom Nishoba</div><div><div>5</div><div>G</div><div>W</div></div></div><div>Creature -- Cat Beast Spirit</div><div>Trample<br/>This creature enters with seven +1/+1 counters on it.<br/>Whenever this creature deals damage, you gain that much life.<br/>If damage would be dealt to this creature, prevent that damage.<br/>Remove a +1/+1 counter from this creature.</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Phantom Nishoba</div><div><div>5</div><div>G</div><div>W</div></div></div><div>Creature -- Cat Beast Spirit</div><div>Trample<br/>This creature enters with seven +1/+1 counters on it.<br/>Whenever this creature deals damage, you gain that much life.<br/>If damage would be dealt to this creature, prevent that damage.<br/>Remove a +1/+1 counter from this creature.</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Phantom Nishoba</div><div><div>5</div><div>G</div><div>W</div></div></div><div>Creature -- Cat Beast Spirit</div><div>Trample<br/>This creature enters with seven +1/+1 counters on it.<br/>Whenever this creature deals damage, you gain that much life.<br/>If damage would be dealt to this creature, prevent that damage.<br/>Remove a +1/+1 counter from this creature.</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              | <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              |

### 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.

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## 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 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.

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.

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.

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

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                      |
| <div><div>Mana Leak<div>1U</div></div><div>Instant</div><div><div>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div>Mana Leak<div>1U</div></div><div>Instant</div><div><div>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div>Mana Leak<div>1U</div></div><div>Instant</div><div><div>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div>Phyrexian Dreadnought<div>1</div></div><div>Artifact Creature -- Phyrexian Dreadnought</div><div><div>Trample</div><div>When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.</div><div>[sideboard]</div></div><div><div>12/12</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

①

Trample  
When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.

12/12

botbox.dev

①

Trample  
When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.

12/12

botbox.dev

①

Trample  
When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.

12/12

botbox.dev

U

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

hotbox.de

U

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

botbox.dev

U

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

botbox.dev

U

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

botbox.dev

U

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.)

hotbox.de

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| <div> <div>Vision Charm</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Target player mills four cards.</li> <li>* 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.</li> <li>* 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.)</li> </ul> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vision Charm</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Target player mills four cards.</li> <li>* 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.</li> <li>* 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.)</li> </ul> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vision Charm</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Target player mills four cards.</li> <li>* 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.</li> <li>* 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.)</li> </ul> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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