**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

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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

**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.)

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**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 PLAY botbox.dev

**Playtest cards - Damike76 - Premodern v3 Group 9BE25F (Life // Death, Putrid Imp) (Duress** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## Careful Study (U)

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Draw two cards, then discard two cards.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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## Dark Ritual {B}

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Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Exhume {1}{B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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

Creature -- Angel

Flying, protection from each color

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Creature -- Angel

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**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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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**Playtest cards - Damike76 - Premodern v3 Group 9BE25F (Life // Death, Putrid Imp) (Duress** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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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

## Lotus Petal {0}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

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

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Artifact

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mental Note {U}

Instant

Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mental Note {U}

Instant

Mill two cards.
Draw a card.

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**

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**

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**1/1**

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


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Legendary Creature -- Dragon

Flying, haste

**6/5**

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

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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



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Verdant Force {5}{G}{G}{G}

Creature -- Elemental

At the beginning of each upkeep, create a 1/1 green Saproling creature token.

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Verdant Force {5}{G}{G}{G}

Creature -- Elemental

At the beginning of each upkeep, create a 1/1 green Saproling creature token.

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Annul {U}

Instant

Counter target artifact or enchantment spell.

[sideboard]

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Counter target artifact or enchantment spell.

[sideboard]

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Counter target artifact or enchantment spell.

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## 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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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.

[sideboard]

5/6

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[sideboard]

5/6

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[sideboard]

5/6

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Trample
This creature enters with seven +1/+1 counters on it.
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If damage would be dealt to this creature, prevent that damage.
Remove a +1/+1 counter from this creature.

[sideboard]

**0/0**

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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