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

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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.

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual

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Dark Ritual

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Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

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Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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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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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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.

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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

Sickening Dreams {1}{B}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Applesauce473 - Premodern v3 Group 33FB79 (Verdant Force, Life/Death) (Pr sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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Creature -- Wurm

When this creature dies, create seven 1/1 green Insect creature tokens.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unmask {3}{B}

Sorcery

You may exile a black card from your hand rather than pay this spell's mana cost.
Target player reveals their hand. You choose a nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target player reveals their hand. You choose a nonland card from it. That player discards that card.

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

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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]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Applesauce473 - Premodern v3 Group 33FB79 (Verdant Force, Life/Death) (Pr sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Null Rod {2}

Artifact

Activated abilities of artifacts can't be activated.

[sideboard]

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Activated abilities of artifacts can't be activated.

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[sideboard]

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.

[sideboard]

0/0

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Snuff Out 3B

Instant

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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