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

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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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 {U}

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Careful Study {U}

Sorcery

Draw two cards, then discard two cards.

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Careful Study {U}

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Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lipinski, Adam - Premodern v3 Group C7345C (Life // Death, Putrid Imp) ($ 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

Careful Study (U)

Sorcery

Draw two cards, then discard two cards.

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

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{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual (B)

Instant

Add {B}{B}{B}.

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}

Instant

Add {B}{B}{B}.

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.

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.

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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Playtest cards - Lipinski, Adam - Premodern v3 Group C7345C (Life // Death, Putrid Imp) ($ sheet 3/10 - 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.

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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Land

This land enters with three mining counters on it.
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{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

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

Legendary Creature -- Shade Knight

Protection from white

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Legendary Creature -- Shade Knight

Protection from white

5/5

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

Life {G}

Sorcery

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

- - - RIGHT HALF - - -

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lipinski, Adam - Premodern v3 Group C7345C (Life // Death, Putrid Imp) ($ 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.

Lotus Petal 0

Artifact

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

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

Lotus Petal 0

Artifact

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

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

Phantom Nishoba 5GW

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 5GW

Creature -- Cat Beast Spirit

Trample
This creature enters with seven +1/+1 counters on it.
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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lipinski, Adam - Premodern v3 Group C7345C (Life // Death, Putrid Imp) ($ sheet 6/10 - 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.

Reya Dawnbringer {6}{W}{W}{W}

Legendary Creature -- Angel

Flying
At the beginning of your upkeep, you may return target creature card from your graveyard to the battlefield.

4/6

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

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

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

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}.
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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.

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

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.

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

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

Zombie Infestation {1}{B}

Enchantment

Discard two cards: Create a 2/2 black Zombie creature token.

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

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

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

Playtest cards - Lipinski, Adam - Premodern v3 Group C7345C (Life // Death, Putrid Imp) ($ sheet 8/10 - 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.

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

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

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

Oath of Druids 1 G

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Show and Tell 2 U

Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Show and Tell 2 U

Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lipinski, Adam - Premodern v3 Group C7345C (Life // Death, Putrid Imp) ($ sheet 9/10 - 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.

Show and Tell (2)(U)

Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

[sideboard]

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

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]

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