Akroma, Angel of Wrath 5WWW

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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Buried Alive 2B

Sorcery

Search your library for up to three creature cards, put them into your graveyard, then shuffle.

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Cabal Therapy

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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Dark Ritual

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Duress (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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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.

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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.

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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

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

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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.

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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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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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.

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

Creature -- Elemental

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

7/7

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[sideboard]

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Null Rod — 2

Artifact

Activated abilities of artifacts can't be activated.

[sideboard]

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[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]

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Sickening Dreams — 1 B

Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snuff Out — 3 B

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]

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