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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

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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.

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Careful Study (U)

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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Dark Ritual (B)

Instant

Add {B}{B}{B}.

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Add {B}{B}{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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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

Lotus Petal {0}

Artifact

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

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Meddling Mage {W}{U}

Creature -- Human Wizard

As this creature enters, choose a nonland card name.
Spells with the chosen name can't be cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - pallamone - Premodern v3 Group 041489 (Putrid Imp, Exhume) (Premodern Lea sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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2/2

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.

/

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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

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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.

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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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7/7

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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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.

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Akroma, Angel of Wrath {5}{W}{W}{W}

Legendary Creature -- Angel

Flying, first strike, vigilance, trample, haste, protection from black and from red

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Angel

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Legendary Creature -- Angel

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[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ascendant Evincar {4}{B}{B}

Legendary Creature -- Phyrexian Vampire Noble

Flying (This creature can't be blocked except by creatures with flying or reach.)
Other black creatures get +1/+1.
Nonblack creatures get -1/-1.

[sideboard]

3/3

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crumble {G}

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crumble {G}

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crumble {G}

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ray of Revelation {1}{W}

Instant

Destroy target enchantment.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

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Choose one --
* Counter target blue spell.
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