Black Sun's Twilight {X}{B}

Instant

Up to one target creature gets -X/-X until end of turn. If X is 5 or more, return a creature card with mana value X or less from your graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Black Sun's Twilight {X}{B}

Instant

Up to one target creature gets -X/-X until end of turn. If X is 5 or more, return a creature card with mana value X or less from your graveyard to the battlefield tapped.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Choked Estuary

Land

As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Choked Estuary

Land

As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {U} or {B}.

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Land

As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consuming Aberration {3}{U}{B}

Creature -- Horror

Consuming Aberration's power and toughness are each equal to the number of cards in your opponents' graveyards.
Whenever you cast a spell, each opponent reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

/

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.

Consuming Aberration 3UB

Creature -- Horror

Consuming Aberration's power and toughness are each equal to the number of cards in your opponents' graveyards.
Whenever you cast a spell, each opponent reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Somnophage 1B

Creature -- Nightmare

Cruel Somnophage's power and toughness are each equal to the number of creature cards in all graveyards.

/

- - - ADVENTURE - - -

Can't Wake Up 1U

Sorcery -- Adventure

Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Somnophage 1B

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/

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Can't Wake Up 1U

Sorcery -- Adventure

Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evie Frye 1U

Legendary Creature -- Human Assassin

Partner with Jacob Frye (When this creature enters, target player may put Jacob into their hand from their library, then shuffle.)
{1}, {T}: Draw a card, then discard a card. When you discard a creature card this way, target creature you control can't be blocked this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evie Frye 1U

Legendary Creature -- Human Assassin

Partner with Jacob Frye (When this creature enters, target player may put Jacob into their hand from their library, then shuffle.)
{1}, {T}: Draw a card, then discard a card. When you discard a creature card this way, target creature you control can't be blocked this turn.

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Fae of Wishes {1}{U}

Creature -- Faerie Wizard

Flying
{1}{U}, Discard two cards: Return this creature to its owner's hand.

1/4

- - - ADVENTURE - - -

Granted {3}{U}

Sorcery -- Adventure

You may reveal a noncreature card you own from outside the game and put it into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fae of Wishes {1}{U}

Creature -- Faerie Wizard

Flying
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1/4

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Granted {3}{U}

Sorcery -- Adventure

You may reveal a noncreature card you own from outside the game and put it into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fraying Sanity {2}{U}

Enchantment -- Aura Curse

Enchant player
At the beginning of each end step, enchanted player mills X cards, where X is the number of cards put into their graveyard from anywhere this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - LeTiri - Unknown format (MO ???99???#1 (?112????CS) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jacob Frye (2)(B)

Legendary Creature -- Human Assassin

Partner with Evie Frye (When this creature enters, target player may put Evie into their hand from their library, then shuffle.)
Whenever one or more Assassins you control deal combat damage to a player, exile up to one target Assassin card or card with freerunning from your graveyard. If you do, copy it. You may cast the copy.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaito, Dancing Shadow (2)(U)(B)

Legendary Planeswalker -- Kaito

Whenever one or more creatures you control deal combat damage to a player, you may return one of them to its owner's hand. If you do, you may activate loyalty abilities of Kaito twice this turn rather than only once.
[+1]: Up to one target creature can't attack or block until your next turn.
[0]: Draw a card.
[-2]: Create a 2/2 colorless Drone artifact creature token with deathtouch and "When this token leaves the battlefield, each opponent loses 2 life and you gain 2 life."

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - LeTiri - Unknown format (MO ???99???#1 (?112????CS) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Louisoix's Sacrifice (U)

Instant

As an additional cost to cast this spell, sacrifice a legendary creature or pay {2}.
Counter target activated ability, triggered ability, or noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Louisoix's Sacrifice (U)

Instant

As an additional cost to cast this spell, sacrifice a legendary creature or pay {2}.
Counter target activated ability, triggered ability, or noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nephalia Drownyard

Land

{T}: Add {C}.
{1}{U}{B}, {T}: Target player mills three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nephalia Drownyard

Land

{T}: Add {C}.
{1}{U}{B}, {T}: Target player mills three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Realmbreaker, the Invasion Tree (3)

Legendary Artifact

{2}, {T}: Target opponent mills three cards. Put a land card from their graveyard onto the battlefield tapped under your control. It gains "If this land would leave the battlefield, exile it instead of putting it anywhere else."
{10}, {T}, Sacrifice Realmbreaker: Search your library for any number of Praetor cards, put them onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

River of Tears

Land

{T}: Add {U}. If you played a land this turn, add {B} instead.

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.

River of Tears

Land

{T}: Add {U}. If you played a land this turn, add {B} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sewer Nemesis (3)(B)

Creature -- Horror

As this creature enters, choose a player.
Sewer Nemesis's power and toughness are each equal to the number of cards in the chosen player's graveyard.
Whenever the chosen player casts a spell, that player mills a card.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sewer Nemesis (3)(B)

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/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Hollow

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - LeTiri - Unknown format (MO ???99???#1 (?112????CS) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Sunken Hollow

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Deceit

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Deceit

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terisian Mindbreaker 7

Artifact Creature -- Juggernaut

Whenever this creature attacks, defending player mills half their library, rounded up.
Unearth {1}{U}{U}{U} ({1}{U}{U}{U}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

6/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - LeTiri - Unknown format (MO ???99???#1 (?112????CS) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Terisian Mindbreaker (7)

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Unearth {1}{U}{U}{U} ({1}{U}{U}{U}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

6/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thassa's Intervention (X)(U)(U)

Instant

Choose one --
* Look at the top X cards of your library. Put up to two of them into your hand and the rest on the bottom of your library in a random order.
* Counter target spell unless its controller pays twice {X}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thassa's Intervention (X)(U)(U)

Instant

Choose one --
* Look at the top X cards of your library. Put up to two of them into your hand and the rest on the bottom of your library in a random order.
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* Counter target spell unless its controller pays twice {X}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aetherspouts (3)(U)(U)

Instant

For each attacking creature, its owner puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aetherspouts (3)(U)(U)

Instant

For each attacking creature, its owner puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace, Architect of Thought (2)(U)(U)

Legendary Planeswalker -- Jace

[+1]: Until your next turn, whenever a creature an opponent controls attacks, it gets -1/-0 until end of turn.
[-2]: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order.
[-8]: For each player, search that player's library for a nonland card and exile it, then that player shuffles. You may cast those cards without paying their mana costs.

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

L 4

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Jace, Architect of Thought (2)(U)(U)

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[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murderous Rider (1)(B)(B)

Creature -- Zombie Knight

Lifelink
When this creature dies, put it on the bottom of its owner's library.

[sideboard]

2/3

- - - ADVENTURE - - -

Swift End (1)(B)(B)

Instant -- Adventure

Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/3

- - - ADVENTURE - - -

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[sideboard]

2/3

- - - ADVENTURE - - -

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Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Profane Command (X)(B)(B)

Sorcery

Choose two --
* Target player loses X life.
* Return target creature card with mana value X or less from your graveyard to the battlefield.
* Target creature gets -X/-X until end of turn.
* Up to X target creatures gain fear until end of turn. (They can't be blocked except by artifact creatures and/or black creatures.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Profane Command (X)(B)(B)

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ritual of Soot (2)(B)(B)

Sorcery

Destroy all creatures with mana value 3 or less.

[sideboard]

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Ritual of Soot {2}{B}{B}

Sorcery

Destroy all creatures with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Singularity Rupture {3}{U}{B}{B}

Sorcery

Destroy all creatures, then any number of target players each mill half their library, rounded down.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Singularity Rupture {3}{U}{B}{B}

Sorcery

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[sideboard]

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