Blasphemous Edict {3}{B}{B}

Sorcery

You may pay {B} rather than pay this spell's mana cost if there are thirteen or more creatures on the battlefield.
Each player sacrifices thirteen creatures of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

You may pay {B} rather than pay this spell's mana cost if there are thirteen or more creatures on the battlefield.
Each player sacrifices thirteen creatures of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cephalid Illusionist {1}{U}

Creature -- Octopus Wizard

Whenever this creature becomes the target of a spell or ability, mill three cards.
{2}{U}, {T}: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crippling Fatigue {1}{B}{B}

Sorcery

Target creature gets -2/-2 until end of turn.
Flashback--{1}{B}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep Analysis {3}{U}

Sorcery

Target player draws two cards.
Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hadera, Aine - Unknown format (?3? MO Plus1???(??????????+?????????????) 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.

Diregraf Ghoul {B}

Creature -- Zombie

This creature enters tapped.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature enters tapped.

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This creature enters tapped.

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Diregraf Ghoul {B}

Creature -- Zombie

This creature enters tapped.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gatekeeper of Malakir {B}{B}

Creature -- Vampire Warrior

Kicker {B} (You may pay an additional {B} as you cast this spell.)
When this creature enters, if it was kicked, target player sacrifices a creature of their choice.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hadera, Aine - Unknown format (?3? MO Plus1???(??????????+?????????????) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Goldvein Pick {2}

Artifact -- Equipment

Equipped creature gets +1/+1.
Whenever equipped creature deals combat damage to a player, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ichorid {3}{B}

Creature -- Horror

Haste
At the beginning of the end step, sacrifice this creature.
At the beginning of your upkeep, if this card is in your graveyard, you may exile a black creature card other than this card from your graveyard. If you do, return this card to the battlefield.

3/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hadera, Aine - Unknown format (?3? MO Plus1???(??????????+?????????????) 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.

Laquatus's Champion {4}{B}{B}

Creature -- Nightmare Horror

When this creature enters, target player loses 6 life.
When this creature leaves the battlefield, that player gains 6 life.
{B}: Regenerate this creature.

6/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{B}: Regenerate this creature.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Midnight Reaper {2}{B}

Creature -- Zombie Knight

Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card.

3/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Sludge {4}{B}

Sorcery

Target player discards a card for each Swamp you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutilate {2}{B}{B}

Sorcery

All creatures get -1/-1 until end of turn for each Swamp you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hadera, Aine - Unknown format (?3? MO Plus1???(??????????+?????????????) 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.

Nullpriest of Oblivion {1}{B}

Creature -- Vampire Cleric

Kicker {3}{B} (You may pay an additional {3}{B} as you cast this spell.)
Lifelink
Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Swarm {1}{B}{B}{B}

Creature -- Horror

When this creature dies, distribute three -1/-1 counters among one, two, or three target creatures. For each -1/-1 counter you put on a creature this way, remove a -1/-1 counter from that creature at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tainted Isle

Land

{T}: Add {C}.
{T}: Add {U} or {B}. Activate only if you control a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Isle

Land

{T}: Add {C}.
{T}: Add {U} or {B}. Activate only if you control a Swamp.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blasphemous Edict {3}{B}{B}

Sorcery

You may pay {B} rather than pay this spell's mana cost if there are thirteen or more creatures on the battlefield.
Each player sacrifices thirteen creatures of their choice.

[sideboard]

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Each player sacrifices thirteen creatures of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Laquatus's Champion {4}{B}{B}

Creature -- Nightmare Horror

When this creature enters, target player loses 6 life.
When this creature leaves the battlefield, that player gains 6 life.
{B}: Regenerate this creature.

[sideboard]

6/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mesmeric Fiend {1}{B}

Creature -- Nightmare Horror

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hadera, Aine - Unknown format (?3? MO Plus1???(??????????+?????????????) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Mind Sludge {4}{B}

Sorcery

Target player discards a card for each Swamp you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutilate {2}{B}{B}

Sorcery

All creatures get -1/-1 until end of turn for each Swamp you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nantuko Shade {B}{B}

Creature -- Insect Shade

{B}: This creature gets +1/+1 until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Insect Shade

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[sideboard]

2/1

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[sideboard]

2/1

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[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Arena {1}{B}{B}

Enchantment

At the beginning of your upkeep, you draw a card and lose 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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