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

Charmed Sleep {1}{U}{U}

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Somnophage {1}{B}

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 {1}{U}

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Angra - Standard ([London Sat 09:00] Magic Spotlight: Secrets) 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.

Desperate Bloodseeker 1B

Creature -- Vampire

Lifelink
When this creature enters, target player mills two cards. (They put the top two cards of their library into their graveyard.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Bloodseeker 1B

Creature -- Vampire

Lifelink
When this creature enters, target player mills two cards. (They put the top two cards of their library into their graveyard.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fell 1B

Sorcery

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jidoor, Aristocratic Capital

Land -- Town

This land enters tapped.
{T}: Add {U}.

- - - ADVENTURE - - -

Overture {4}{U}{U}

Sorcery -- Adventure

Target opponent mills half their library, rounded down. (Then exile this card. You may play the land later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jidoor, Aristocratic Capital

Land -- Town

This land enters tapped.
{T}: Add {U}.

- - - ADVENTURE - - -

Overture {4}{U}{U}

Sorcery -- Adventure

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Jidoor, Aristocratic Capital

Land -- Town

This land enters tapped.
{T}: Add {U}.

- - - ADVENTURE - - -

Overture 4UU

Sorcery -- Adventure

Target opponent mills half their library, rounded down. (Then exile this card. You may play the land later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jidoor, Aristocratic Capital

Land -- Town

This land enters tapped.
{T}: Add {U}.

- - - ADVENTURE - - -

Overture 4UU

Sorcery -- Adventure

Target opponent mills half their library, rounded down. (Then exile this card. You may play the land later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Arena 1BB

Enchantment

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quick Study 2U

Instant

Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Draw two cards.

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Quick Study 2U

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Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Reef

Land

This land enters tapped.
{T}: Add {U} or {B}.
{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.
Whenever this land attacks, target player mills four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Angra - Standard ([London Sat 09:00] Magic Spotlight: Secrets) 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rise of the Dark Realms {7}{B}{B}

Sorcery

Put all creature cards from all graveyards onto the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Put all creature cards from all graveyards onto the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff {1}{B}

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Angra - Standard ([London Sat 09:00] Magic Spotlight: Secrets) sheet 5/10 - 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.

Shoot the Sheriff {1}{B}

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sleep Magic {U}

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
When enchanted creature is dealt damage, sacrifice this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchanted creature doesn't untap during its controller's untap step.
When enchanted creature is dealt damage, sacrifice this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp

Basic Land -- Swamp

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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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Basic Land -- Swamp

({T}: Add {B}.)

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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

Three Steps Ahead (U)

Instant

Spree (Choose one or more additional costs.)
+ {1}{U} -- Counter target spell.
+ {3} -- Create a token that's a copy of target artifact or creature you control.
+ {2} -- Draw two cards, then discard a card.

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.

Three Steps Ahead {U}

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+ {2} -- Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vadmir, New Blood {1}{B}

Legendary Creature -- Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vadmir, New Blood {1}{B}

Legendary Creature -- Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Auntie's Sentence {1}{B}

Sorcery

Choose one --
* Target opponent reveals their hand. You choose a nonland permanent card from it. That player discards that card.
* Target creature gets -2/-2 until end of turn.

[sideboard]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charmed Sleep {1}{U}{U}

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

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.

Kitnap {2}{U}{U}

Enchantment -- Aura

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)
Enchant creature
When this Aura enters, tap enchanted creature. If the gift wasn't promised, put three stun counters on it.
You control enchanted creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Last Gasp {1}{B}

Instant

Target creature gets -3/-3 until end of turn.

[sideboard]

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

Quag Feast {1}{B}

Sorcery

Choose target creature, planeswalker, or Vehicle. Mill two cards, then destroy the chosen permanent if its mana value is less than or equal to the number of cards in your graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savor {1}{B}

Instant

Target creature gets -2/-2 until end of turn. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder's Revenge {2}{B}

Sorcery

Choose one --
* Target player discards two cards.
* Target player draws two cards and loses 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splinter's Technique {3}{B}

Sorcery

Sneak {1}{B} (You may cast this spell for {1}{B} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Search your library for a card, put that card into your hand, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stuck in Summoner's Sanctum {2}{U}

Enchantment -- Aura

Flash
Enchant artifact or creature
When this Aura enters, tap enchanted permanent.
Enchanted permanent doesn't untap during its controller's untap step and its activated abilities can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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The Mindskinner {U}{U}{U}

Legendary Enchantment Creature -- Nightmare

The Mindskinner can't be blocked.
If a source you control would deal damage to an opponent, prevent that damage and each opponent mills that many cards.

[sideboard]

10/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultimecia, Temporal Threat {4}{U}{U}

Legendary Creature -- Human Warlock

When Ultimecia enters, tap all creatures your opponents control.
Whenever a creature you control deals combat damage to a player, draw a card.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Withering Torment {2}{B}

Instant

Destroy target creature or enchantment. You lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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