Accursed Marauder {1}{B}

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Accursed Marauder {1}{B}

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bandit's Talent {1}{B}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, each opponent discards two cards unless they discard a nonland card.
{B}: Level 2
At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life.
{3}{B}: Level 3
At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bandit's Talent {1}{B}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, each opponent discards two cards unless they discard a nonland card.
{B}: Level 2
At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life.
{3}{B}: Level 3
At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bandit's Talent {1}{B}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, each opponent discards two cards unless they discard a nonland card.
{B}: Level 2
At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life.
{3}{B}: Level 3
At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bandit's Talent {1}{B}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, each opponent discards two cards unless they discard a nonland card.
{B}: Level 2
At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life.
{3}{B}: Level 3
At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BRetro - Vintage v3 Group 91C5ED (Hymn to Tourach, Inquisition of Kozilek 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.

Eumidian Hatchery

Land

{T}, Pay 1 life: Add {B}. Put a hatchling counter on this land.
When this land is put into a graveyard from the battlefield, for each hatchling counter on it, create a 1/1 black Insect creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eumidian Hatchery

Land

{T}, Pay 1 life: Add {B}. Put a hatchling counter on this land.
When this land is put into a graveyard from the battlefield, for each hatchling counter on it, create a 1/1 black Insect creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eumidian Hatchery

Land

{T}, Pay 1 life: Add {B}. Put a hatchling counter on this land.
When this land is put into a graveyard from the battlefield, for each hatchling counter on it, create a 1/1 black Insect creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eumidian Hatchery

Land

{T}, Pay 1 life: Add {B}. Put a hatchling counter on this land.
When this land is put into a graveyard from the battlefield, for each hatchling counter on it, create a 1/1 black Insect creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push (B)

Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push (B)

Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Funeral Charm (B)

Instant

Choose one --
* Target player discards a card.
* Target creature gets +2/-1 until end of turn.
* Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Funeral Charm (B)

Instant

Choose one --
* Target player discards a card.
* Target creature gets +2/-1 until end of turn.
* Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BRetro - Vintage v3 Group 91C5ED (Hymn to Tourach, Inquisition of Kozilek sheet 2/10 - 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.

Funeral Charm {B}

Instant

Choose one --
* Target player discards a card.
* Target creature gets +2/-1 until end of turn.
* Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hopeless Nightmare {B}

Enchantment

When this enchantment enters, each opponent discards a card and loses 2 life.
When this enchantment is put into a graveyard from the battlefield, scry 2.
{2}{B}: Sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hopeless Nightmare {B}

Enchantment

When this enchantment enters, each opponent discards a card and loses 2 life.
When this enchantment is put into a graveyard from the battlefield, scry 2.
{2}{B}: Sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hopeless Nightmare {B}

Enchantment

When this enchantment enters, each opponent discards a card and loses 2 life.
When this enchantment is put into a graveyard from the battlefield, scry 2.
{2}{B}: Sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hopeless Nightmare {B}

Enchantment

When this enchantment enters, each opponent discards a card and loses 2 life.
When this enchantment is put into a graveyard from the battlefield, scry 2.
{2}{B}: Sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BRetro - Vintage v3 Group 91C5ED (Hymn to Tourach, Inquisition of Kozilek 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.

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lurrus of the Dream-Den {1}{W/B}{W/B}

Legendary Creature -- Cat Nightmare

Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
Lifelink
Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Momentum Breaker {1}{B}

Enchantment

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card.
{2}, Sacrifice this enchantment: You gain life equal to your speed.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Momentum Breaker {1}{B}

Enchantment

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card.
{2}, Sacrifice this enchantment: You gain life equal to your speed.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BRetro - Vintage v3 Group 91C5ED (Hymn to Tourach, Inquisition of Kozilek 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.

Momentum Breaker {1}{B}

Enchantment

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card.
{2}, Sacrifice this enchantment: You gain life equal to your speed.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Momentum Breaker {1}{B}

Enchantment

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card.
{2}, Sacrifice this enchantment: You gain life equal to your speed.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smallpox {B}{B}

Sorcery

Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smallpox {B}{B}

Sorcery

Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smallpox {B}{B}

Sorcery

Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smallpox {B}{B}

Sorcery

Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice.

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

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.

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

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

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.

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

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

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.

The Rack {1}

Artifact

As this artifact enters, choose an opponent.
At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Rack {1}

Artifact

As this artifact enters, choose an opponent.
At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Rack {1}

Artifact

As this artifact enters, choose an opponent.
At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Rack {1}

Artifact

As this artifact enters, choose an opponent.
At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tourach, Dread Cantor {1}{B}

Legendary Creature -- Human Cleric

Kicker {B}{B} (You may pay an additional {B}{B} as you cast this spell.)
Protection from white
Whenever an opponent discards a card, put a +1/+1 counter on Tourach.
When Tourach enters, if it was kicked, target opponent discards two cards at random.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bontu's Last Reckoning {1}{B}{B}

Sorcery

Destroy all creatures. Lands you control don't untap during your next untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bontu's Last Reckoning {1}{B}{B}

Sorcery

Destroy all creatures. Lands you control don't untap during your next untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere {2}

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BRetro - Vintage v3 Group 91C5ED (Hymn to Tourach, Inquisition of Kozilek sheet 8/10 - 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.

Damping Sphere {2}

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Trap {2}{B}{B}

Instant -- Trap

If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost.
Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Trap {2}{B}{B}

Instant -- Trap

If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost.
Exile target player's graveyard.

[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

Tokka & Rahzar, Terrible Twos {B/R}{B/R}

Legendary Creature -- Turtle Wolf Mutant

This spell can't be countered.
Menace
Whenever a player casts a spell, if the amount of mana spent to cast it was less than its mana value, Tokka & Rahzar deal 3 damage to that player.

[sideboard]

3/2

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.

Tokka & Rahzar, Terrible Twos {B/R}{B/R}

Legendary Creature -- Turtle Wolf Mutant

This spell can't be countered.
Menace
Whenever a player casts a spell, if the amount of mana spent to cast it was less than its mana value, Tokka & Rahzar deal 3 damage to that player.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Void Mirror {2}

Artifact

Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Void Mirror {2}

Artifact

Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

[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.