Ayara's Oathsworn {1}{B}

Creature -- Human Knight

Menace
Whenever this creature deals combat damage to a player, if it has fewer than four +1/+1 counters on it, put a +1/+1 counter on it. Then if it has exactly four +1/+1 counters on it, search your library for a card, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ayara's Oathsworn {1}{B}

Creature -- Human Knight

Menace
Whenever this creature deals combat damage to a player, if it has fewer than four +1/+1 counters on it, put a +1/+1 counter on it. Then if it has exactly four +1/+1 counters on it, search your library for a card, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ayara's Oathsworn {1}{B}

Creature -- Human Knight

Menace
Whenever this creature deals combat damage to a player, if it has fewer than four +1/+1 counters on it, put a +1/+1 counter on it. Then if it has exactly four +1/+1 counters on it, search your library for a card, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ayara's Oathsworn {1}{B}

Creature -- Human Knight

Menace
Whenever this creature deals combat damage to a player, if it has fewer than four +1/+1 counters on it, put a +1/+1 counter on it. Then if it has exactly four +1/+1 counters on it, search your library for a card, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Black Knight {B}{B}

Creature -- Human Knight

First strike (This creature deals combat damage before creatures without first strike.)
Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Black Knight {B}{B}

Creature -- Human Knight

First strike (This creature deals combat damage before creatures without first strike.)
Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blot Out {2}{B}

Instant

Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blot Out {2}{B}

Instant

Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.

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.

Blot Out {2}{B}

Instant

Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blot Out {2}{B}

Instant

Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.

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.)

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.)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doom Blade {1}{B}

Instant

Destroy target nonblack creature.

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.

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.

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.

Duress {B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leering Onlooker {1}{B}

Creature -- Vampire

Flying
{2}{B}{B}, Exile this card from your graveyard: Create two tapped 1/1 black Bat creature tokens with flying.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leering Onlooker {1}{B}

Creature -- Vampire

Flying
{2}{B}{B}, Exile this card from your graveyard: Create two tapped 1/1 black Bat creature tokens with flying.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leering Onlooker {1}{B}

Creature -- Vampire

Flying
{2}{B}{B}, Exile this card from your graveyard: Create two tapped 1/1 black Bat creature tokens with flying.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

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.

Nantuko Shade {B}{B}

Creature -- Insect Shade

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

2/1

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.

2/1

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.

2/1

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.

2/1

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

Playtest cards - PixellNerd - FreeForm (Fantasy Standard Weekly) 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.

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.

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

Unscrupulous Agent (1)(B)

Creature -- Elf Detective

When this creature enters, target opponent exiles a card from their hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unscrupulous Agent (1)(B)

Creature -- Elf Detective

When this creature enters, target opponent exiles a card from their hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unscrupulous Agent (1)(B)

Creature -- Elf Detective

When this creature enters, target opponent exiles a card from their hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unscrupulous Agent (1)(B)

Creature -- Elf Detective

When this creature enters, target opponent exiles a card from their hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PixellNerd - FreeForm (Fantasy Standard Weekly) sheet 7/10 - 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.

Urborg Scavengers {2}{B}

Creature -- Spirit

Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature.
This creature has flying as long as a card exiled with it has flying.
The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urborg Scavengers {2}{B}

Creature -- Spirit

Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature.
This creature has flying as long as a card exiled with it has flying.
The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urborg Scavengers {2}{B}

Creature -- Spirit

Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature.
This creature has flying as long as a card exiled with it has flying.
The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urborg Scavengers {2}{B}

Creature -- Spirit

Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature.
This creature has flying as long as a card exiled with it has flying.
The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Black Knight {B}{B}

Creature -- Human Knight

First strike (This creature deals combat damage before creatures without first strike.)
Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Black Knight {B}{B}

Creature -- Human Knight

First strike (This creature deals combat damage before creatures without first strike.)
Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathmark {B}

Sorcery

Destroy target green or white creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathmark {B}

Sorcery

Destroy target green or white creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PixellNerd - FreeForm (Fantasy Standard Weekly) 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.

Deathmark {B}

Sorcery

Destroy target green or white creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathmark {B}

Sorcery

Destroy target green or white creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doom Blade {1}{B}

Instant

Destroy target nonblack creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doom Blade {1}{B}

Instant

Destroy target nonblack creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Field {1}{B}{B}

Enchantment -- Aura

Enchant land
Enchanted land has "{T}: This land deals 1 damage to each creature and each player."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Field {1}{B}{B}

Enchantment -- Aura

Enchant land
Enchanted land has "{T}: This land deals 1 damage to each creature and each player."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Field {1}{B}{B}

Enchantment -- Aura

Enchant land
Enchanted land has "{T}: This land deals 1 damage to each creature and each player."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toxin Analysis {B}

Instant

Target creature gains deathtouch and lifelink until end of turn.
Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[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.

Toxin Analysis (B)

Instant

Target creature gains deathtouch and lifelink until end of turn.
Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toxin Analysis (B)

Instant

Target creature gains deathtouch and lifelink until end of turn.
Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toxin Analysis (B)

Instant

Target creature gains deathtouch and lifelink until end of turn.
Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[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.