

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deathrite Shaman B/R Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreadbore B R Sorcery Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreadbore B R Sorcery Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreadbore B R Sorcery Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadbore B R Sorcery Destroy target creature or planeswalker. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnarled Scarhide B Enchantment Creature -- Minotaur Bestow {3}{B} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) This creature can't block. Enchanted creature gets +2/+1 and can't block. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnarled Scarhide B Enchantment Creature -- Minotaur Bestow {3}{B} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) This creature can't block. Enchanted creature gets +2/+1 and can't block. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnarled Scarhide B Enchantment Creature -- Minotaur Bestow {3}{B} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) This creature can't block. Enchanted creature gets +2/+1 and can't block. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Rakdos Cackler B/R Creature -- Devil Unleash (You may have this creature enter with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unleash (You may have this creature enter with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

1/1

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1/1

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(B/R)

Haste

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B/R) (B/R)

Haste

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B/R) (B/R)

Haste

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B/R) (B/R)

Haste

2/1

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B

Protection from white
{B}: This creature gains flying
until end of turn.
{B}{B}: This creature gets +1/+0
until end of turn.

2/1

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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.

Stromgald Crusader B B Creature -- Zombie Knight Protection from white {B}: This creature gains flying until end of turn. {B}{B}: This creature gets +1/+0 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stromgald Crusader B B Creature -- Zombie Knight Protection from white {B}: This creature gains flying until end of turn. {B}{B}: This creature gets +1/+0 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stromgald Crusader B B Creature -- Zombie Knight Protection from white {B}: This creature gains flying until end of turn. {B}{B}: This creature gets +1/+0 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfuric Vortex 1 R R Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sulfuric Vortex 1 R R Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Act of Treason 2R Sorcery Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and {T} this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Act of Treason 2R Sorcery Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and {T} this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryoclash 2R Sorcery Destroy target Plains or Island. Cryoclash deals 3 damage to that land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryoclash 2R Sorcery Destroy target Plains or Island. Cryoclash deals 3 damage to that land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cryoclastm 2R Sorcery Destroy target Plains or Island. Cryoclastm deals 3 damage to that land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathmark B Sorcery Destroy target green or white creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathmark B Sorcery Destroy target green or white creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Electrickery R Instant Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pithing Needle 1 Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pithing Needle 1 Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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