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

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chaos Orb {2}

Artifact

{1}, {T}: If this artifact is on the battlefield, flip it onto the battlefield from a height of at least one foot. If this artifact turns over completely at least once during the flip, destroy all nontoken permanents it touches. Then destroy this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Add {B}{B}{B}.

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Add {B}{B}{B}.

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Playtest cards - SimL4 - Unknown format (Oldschool Main Event: Bogardan War II) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Tutor {1}{B}

Sorcery

Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drain Life {X}{1}{B}

Sorcery

Spend only black mana on X.
Drain Life deals X damage to any target. You gain life equal to the damage dealt, but not more life than the player's life total before the damage was dealt, the planeswalker's loyalty before the damage was dealt, or the creature's toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hellfire {2}{B}{B}{B}

Sorcery

Destroy all nonblack creatures.
Hellfire deals X plus 3 damage to you, where X is the number of creatures that died this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hellfire {2}{B}{B}{B}

Sorcery

Destroy all nonblack creatures.
Hellfire deals X plus 3 damage to you, where X is the number of creatures that died this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hypnotic Specter {1}{B}{B}

Creature -- Specter

Flying
Whenever this creature deals damage to an opponent, that player discards a card at random.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hypnotic Specter {1}{B}{B}

Creature -- Specter

Flying
Whenever this creature deals damage to an opponent, that player discards a card at random.

2/2

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Hypnotic Specter — 1BB

Creature -- Specter

Flying
Whenever this creature deals damage to an opponent, that player discards a card at random.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hypnotic Specter — 1BB

Creature -- Specter

Flying
Whenever this creature deals damage to an opponent, that player discards a card at random.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Icy Manipulator — 4

Artifact

{1}, {T}: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Icy Manipulator — 4

Artifact

{1}, {T}: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Twist — XB

Sorcery

Target player discards X cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
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Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Royal Assassin {1}{B}{B}

Creature -- Human Assassin

{T}: Destroy target tapped creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sengir Vampire {3}{B}{B}

Creature -- Vampire

Flying (This creature can't be blocked except by creatures with flying or reach.)
Whenever a creature dealt damage by this creature this turn dies, put a +1/+1 counter on this creature.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sengir Vampire {3}{B}{B}

Creature -- Vampire

Flying (This creature can't be blocked except by creatures with flying or reach.)
Whenever a creature dealt damage by this creature this turn dies, put a +1/+1 counter on this creature.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sinkhole {B}{B}

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sinkhole {B}{B}

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sinkhole {B}{B}

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SimL4 - Unknown format (Oldschool Main Event: Bogardan War II) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Sol Ring (1)

Artifact

{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strip Mine

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target land.

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

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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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror {1}{B}

Instant

Destroy target nonartifact, nonblack creature. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underworld Dreams {B}{B}{B}

Enchantment

Whenever an opponent draws a card, this enchantment deals 1 damage to that player.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urborg

Legendary Land

{T}: Add {B}.
{T}: Target creature loses first strike or swampwalk until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vampire Bats {B}

Creature -- Bat

Flying (This creature can't be blocked except by creatures with flying or reach.)
{B}: This creature gets +1/+0 until end of turn. Activate no more than twice each turn.

0/1

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Flying (This creature can't be blocked except by creatures with flying or reach.)
{B}: This creature gets +1/+0 until end of turn. Activate no more than twice each turn.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Walking Dead {1}{B}

Creature -- Zombie

{B}: Regenerate this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Walking Dead {1}{B}

Creature -- Zombie

{B}: Regenerate this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Black Vise {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 the number of cards in their hand minus 4.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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City in a Bottle (2)

Artifact

Whenever one or more other nontoken permanents with a name originally printed in the Arabian Nights expansion are on the battlefield, their controllers sacrifice them. Players can't cast spells or play lands with a name originally printed in the Arabian Nights expansion.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clay Statue (4)

Artifact Creature -- Golem

{2}: Regenerate this creature.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clay Statue (4)

Artifact Creature -- Golem

{2}: Regenerate this creature.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maze of Ith

Land

{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

[sideboard]

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Maze of Ith

Land

{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

[sideboard]

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Maze of Ith

Land

{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestilence (2)(B)(B)

Enchantment

At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.
{B}: This enchantment deals 1 damage to each creature and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestilence (2)(B)(B)

Enchantment

At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.
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[sideboard]

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Terror {1}{B}

Instant

Destroy target nonartifact, nonblack creature. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror {1}{B}

Instant

Destroy target nonartifact, nonblack creature. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underworld Dreams {B}{B}{B}

Enchantment

Whenever an opponent draws a card, this enchantment deals 1 damage to that player.

[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.