Ankh of Mishra (2)

Artifact

Whenever a land enters, this artifact deals 2 damage to that land's controller.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ankh of Mishra (2)

Artifact

Whenever a land enters, this artifact deals 2 damage to that land's controller.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ankh of Mishra (2)

Artifact

Whenever a land enters, this artifact deals 2 damage to that land's controller.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ankh of Mishra (2)

Artifact

Whenever a land enters, this artifact deals 2 damage to that land's controller.

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.

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RaVa88 - Unknown format (Oldschool Main Event: Bogardan War II) 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.

Blight {B}{B}

Enchantment -- Aura

Enchant land
When enchanted land becomes tapped, destroy it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blight {B}{B}

Enchantment -- Aura

Enchant land
When enchanted land becomes tapped, destroy it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blight {B}{B}

Enchantment -- Aura

Enchant land
When enchanted land becomes tapped, destroy it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blight {B}{B}

Enchantment -- Aura

Enchant land
When enchanted land becomes tapped, destroy it.

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

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 - RaVa88 - Unknown format (Oldschool Main Event: Bogardan War II) 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.

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

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

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

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

Evil Presence {B}

Enchantment -- Aura

Enchant land
Enchanted land is a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evil Presence {B}

Enchantment -- Aura

Enchant land
Enchanted land is a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RaVa88 - Unknown format (Oldschool Main Event: Bogardan War II) 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.

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.

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Twist {X}{B}

Sorcery

Target player discards X cards at random.

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

Sinkhole {B}{B}

Sorcery

Destroy target land.

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.

Sinkhole {B}{B}

Sorcery

Destroy target land.

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

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

Playtest cards - RaVa88 - Unknown format (Oldschool Main Event: Bogardan War II) 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.

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

The Abyss {3}{B}

World Enchantment

At the beginning of each player's upkeep, destroy target nonartifact creature that player controls of their choice. 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.

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RaVa88 - Unknown format (Oldschool Main Event: Bogardan War II) 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.

Warp Artifact {B}{B}

Enchantment -- Aura

Enchant artifact
At the beginning of the upkeep of enchanted artifact's controller, this Aura deals 1 damage to that player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warp Artifact {B}{B}

Enchantment -- Aura

Enchant artifact
At the beginning of the upkeep of enchanted artifact's controller, this Aura deals 1 damage to that player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warp Artifact {B}{B}

Enchantment -- Aura

Enchant artifact
At the beginning of the upkeep of enchanted artifact's controller, this Aura deals 1 damage to that player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warp Artifact {B}{B}

Enchantment -- Aura

Enchant artifact
At the beginning of the upkeep of enchanted artifact's controller, this Aura deals 1 damage to that player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evil Presence {B}

Enchantment -- Aura

Enchant land
Enchanted land is a Swamp.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evil Presence {B}

Enchantment -- Aura

Enchant land
Enchanted land is a Swamp.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloom {2}{B}

Enchantment

White spells cost {3} more to cast.
Activated abilities of white enchantments cost {3} more to activate.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloom {2}{B}

Enchantment

White spells cost {3} more to cast.
Activated abilities of white enchantments cost {3} more to activate.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RaVa88 - Unknown format (Oldschool Main Event: Bogardan War II) 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.

Howling Mine (2)

Artifact

At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Howling Mine (2)

Artifact

At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Howling Mine (2)

Artifact

At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paralyze (B)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
At the beginning of the upkeep of enchanted creature's controller, that player may pay {4}. If the player does, untap the creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paralyze (B)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
At the beginning of the upkeep of enchanted creature's controller, that player may pay {4}. If the player does, untap the creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paralyze (B)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
At the beginning of the upkeep of enchanted creature's controller, that player may pay {4}. If the player does, untap the creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paralyze (B)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
At the beginning of the upkeep of enchanted creature's controller, that player may pay {4}. If the player does, untap the creature.

[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

Playtest cards - RaVa88 - Unknown format (Oldschool Main Event: Bogardan War II) sheet 9/10 - 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.

Terror 1B

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror 1B

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror 1B

Instant

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

[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.