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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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cuombajj Witches {B}{B}

Creature -- Human Wizard

{T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Davide_ - 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.

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Creature -- Human Wizard

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cuombajj Witches {B}{B}

Creature -- Human Wizard

{T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice.

1/3

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}

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Add {B}{B}{B}.

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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

Desert

Land -- Desert

{T}: Add {C}.
{T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Davide_ - 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.

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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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

Howling Mine (2)

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

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

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.

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

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

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.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Jet — 0

Artifact

{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nightmare

Token Creature -- Nightmare

At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestilence — 2BB

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sengir Vampire — 3BB

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

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.

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

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

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

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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

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

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Swamp

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

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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

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

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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

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

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.

[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

Gloom {2}{B}

Enchantment

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[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.

Ivory Tower (1)

Artifact

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ivory Tower (1)

Artifact

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

[sideboard]

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]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nevinyrral's Disk (4)

Artifact

This artifact enters tapped.
{1}, {T}: Destroy all artifacts, creatures, and enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nevinyrral's Disk (4)

Artifact

This artifact enters tapped.
{1}, {T}: Destroy all artifacts, creatures, and enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Su-Chi (4)

Artifact Creature -- Construct

When this creature dies, add {C}{C}{C}{C}.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Su-Chi (4)

Artifact Creature -- Construct

When this creature dies, add {C}{C}{C}{C}.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Su-Chi 4

Artifact Creature -- Construct

When this creature dies, add {C}{C}{C}{C}.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Su-Chi 4

Artifact Creature -- Construct

When this creature dies, add {C}{C}{C}{C}.

[sideboard]

4/4

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

Playtest cards - _Davide_ - Unknown format (Oldschool Main Event: Bogardan War II) sheet 10/10 - 3 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.