Bad Moon 1B

Enchantment

Black creatures get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Black Knight BB

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

Playtest cards - marco-bocconi - 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.

Black Lotus {0}

Artifact

{T}, Sacrifice this artifact: Add three mana of any one color.

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

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

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}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - marco-bocconi - 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.

Juzám Djinn (2)(B)(B)

Creature -- Djinn

At the beginning of your upkeep, this creature deals 1 damage to you.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Djinn

At the beginning of your upkeep, this creature deals 1 damage to you.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Library of Alexandria

Land

{T}: Add {C}.
{T}: Draw a card. Activate only if you have exactly seven cards in hand.

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.

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Maze of Ith

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{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

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.

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

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{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

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

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Sinkhole {B}{B}

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sinkhole {B}{B}

Sorcery

Destroy target land.

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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

Stone-Throwing Devils {B}

Creature -- Devil

First strike

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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First strike

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Devil

First strike

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - marco-bocconi - Unknown format (Oldschool Main Event: Bogardan War II) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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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}.)

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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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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

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.

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{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

Ashnod's Transmogrant (1)

Artifact

{T}, Sacrifice this artifact: Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact in addition to its other types.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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Golgothian Sylex {4}

Artifact

{1}, {T}: Each nontoken permanent with a name originally printed in the Antiquities expansion is sacrificed by its controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Golgothian Sylex {4}

Artifact

{1}, {T}: Each nontoken permanent with a name originally printed in the Antiquities expansion is sacrificed by its controller.

[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]

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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

Terror {1}{B}

Instant

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

[sideboard]

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Terror {1}{B}

Instant

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

[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

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

Playtest cards - marco-bocconi - Unknown format (Oldschool Main Event: Bogardan War II) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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