Aclazotz, Deepest Betrayal {3}{B}{B}

Legendary Creature -- Bat God

Flying, lifelink
Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.
Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.
When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.

4/4

- - - BACK FACE - - -

Temple of the Dead

Land

(Transforms from Aclazotz, Deepest Betrayal.)
{T}: Add {B}.
{2}{B}, {T}: Transform this land. Activate only if a player has one or fewer cards in hand and only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barad-dûr

Legendary Land

Barad-dûr enters tapped unless you control a legendary creature.
{T}: Add {B}.
{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blackmail {B}

Sorcery

Target player reveals three cards from their hand and you choose one of them. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar's Shield {0}

Artifact -- Equipment

Equipped creature gets +0/+3 and has vigilance.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cerebral Confiscation {2}{B}

Sorcery

Choose one --
* Target opponent discards two cards.
* Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damnation {2}{B}{B}

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - NicZ7 - Duel Commander (CHAMPIONNAT RÉGIONAL : CHAMPAGNE ADRENNES) sheet 1/13 - 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 Banishing {2}{B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Voidwalker {B}{B}

Creature -- Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat {1}{B}

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disfigure {B}

Instant

Target creature gets -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dismember {1}{B/P}{B/P}

Instant

({B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Distress {B}{B}

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doom Blade {1}{B}

Instant

Destroy target nonblack creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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.

Elspeth's Nightmare {2}{B}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target creature an opponent controls with power 2 or less.
II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.
III -- Exile target opponent's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push {B}

Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feed the Swarm {1}{B}

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fell Specter {3}{B}

Creature -- Specter

Flying
When this creature enters, target opponent discards a card.
Whenever an opponent discards a card, that player loses 2 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Despair {1}{B}{B}

Instant

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guul Draz Specter {2}{B}{B}

Creature -- Specter

Flying
This creature gets +3/+3 as long as an opponent has no cards in hand.
Whenever this creature deals combat damage to a player, that player discards a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartless Pillage {2}{B}

Sorcery

Target opponent discards two cards.
Raid -- If you attacked this turn, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two 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.

Inquisition of Kozilek {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lay Bare the Heart {1}{B}

Sorcery

Target opponent reveals their hand. You choose a nonlegendary, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Greaves {2}

Artifact -- Equipment

Equipped creature has haste and shroud. (It can't be the target of spells or abilities.)
Equip {0}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana's Caress {1}{B}

Enchantment

Whenever an opponent discards a card, that player loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liquimetal Torque {2}

Artifact

{T}: Add {C}.
{T}: Target nonland permanent becomes an artifact in addition to its other types until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lobelia Sackville-Baggins {2}{B}

Legendary Creature -- Halfling Citizen

Flash
Menace
When Lobelia enters, exile target creature card from an opponent's graveyard that was put there from the battlefield this turn, then create X Treasure tokens, where X is the exiled card's power.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Megrim {2}{B}

Enchantment

Whenever an opponent discards a card, this enchantment deals 2 damage to that player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Rot {2}{B}

Sorcery

Target player discards two cards.

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.

Mind Twist {X}{B}

Sorcery

Target player discards X cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mithril Coat {3}

Legendary Artifact -- Equipment

Flash
Indestructible
When Mithril Coat enters, attach it to target legendary creature you control.
Equipped creature has indestructible.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murder {1}{B}{B}

Instant

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murderous Compulsion {1}{B}

Sorcery

Destroy target tapped creature.
Madness {1}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nazgûl {2}{B}

Creature -- Wraith Knight

Deathtouch
When this creature enters, the Ring tempts you.
Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.
A deck can have up to nine cards named Nazgûl.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nazgûl {2}{B}

Creature -- Wraith Knight

Deathtouch
When this creature enters, the Ring tempts you.
Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.
A deck can have up to nine cards named Nazgûl.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nazgûl {2}{B}

Creature -- Wraith Knight

Deathtouch
When this creature enters, the Ring tempts you.
Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.
A deck can have up to nine cards named Nazgûl.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nazgûl {2}{B}

Creature -- Wraith Knight

Deathtouch
When this creature enters, the Ring tempts you.
Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.
A deck can have up to nine cards named Nazgûl.

1/2

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.

Nazgûl {2}{B}

Creature -- Wraith Knight

Deathtouch
When this creature enters, the Ring tempts you.
Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.
A deck can have up to nine cards named Nazgûl.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nazgûl {2}{B}

Creature -- Wraith Knight

Deathtouch
When this creature enters, the Ring tempts you.
Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.
A deck can have up to nine cards named Nazgûl.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nazgûl {2}{B}

Creature -- Wraith Knight

Deathtouch
When this creature enters, the Ring tempts you.
Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.
A deck can have up to nine cards named Nazgûl.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nazgûl {2}{B}

Creature -- Wraith Knight

Deathtouch
When this creature enters, the Ring tempts you.
Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.
A deck can have up to nine cards named Nazgûl.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nazgûl {2}{B}

Creature -- Wraith Knight

Deathtouch
When this creature enters, the Ring tempts you.
Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.
A deck can have up to nine cards named Nazgûl.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Psychic Whorl {2}{B}

Sorcery

Target opponent discards two cards. Then if you control a Rat, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quest for the Nihil Stone {B}

Enchantment

Whenever an opponent discards a card, you may put a quest counter on this enchantment.
At the beginning of each opponent's upkeep, if that player has no cards in hand and this enchantment has two or more quest counters on it, you may have that player lose 5 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raiders' Wake {3}{B}

Enchantment

Whenever an opponent discards a card, that player loses 2 life.
Raid -- At the beginning of your end step, if you attacked this turn, target opponent discards a card.

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.

Sangromancer {2}{B}{B}

Creature -- Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorpion's Sting {1}{B}

Instant

Target creature gets -3/-3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff {1}{B}

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shrieking Affliction {B}

Enchantment

At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smolder Initiate {B}

Creature -- Elemental Shaman

Whenever a player casts a black spell, you may pay {1}. If you do, target player loses 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother {1}{B}

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strands of Undeath {3}{B}

Enchantment -- Aura

Enchant creature
When this Aura enters, target player discards two cards.
{B}: Regenerate enchanted creature.

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

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

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

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

Sword of Body and Mind {3}

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from green and from blue.
Whenever equipped creature deals combat damage to a player, you create a 2/2 green Wolf creature token and that player mills ten cards.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of Feast and Famine {3}

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from black and from green.
Whenever equipped creature deals combat damage to a player, that player discards a card and you untap all lands you control.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of Forge and Frontier {3}

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from red and from green.
Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of Sinew and Steel {3}

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from black and from red.
Whenever equipped creature deals combat damage to a player, destroy up to one target planeswalker and up to one target artifact.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tetzimoc, Primal Death {4}{B}{B}

Legendary Creature -- Elder Dinosaur

Deathtouch
{B}, Reveal this card from your hand: Put a prey counter on target creature. Activate only during your turn.
When Tetzimoc enters, destroy each creature your opponents control with a prey counter on it.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Death of Gwen Stacy {2}{B}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target creature.
II -- Each player may discard a card. Each player who doesn't loses 3 life.
III -- Exile any number of target players' graveyards.

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.

Tidus's Brotherhood Sword

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

True-Faith Censer {2}

Artifact -- Equipment

Equipped creature gets +1/+1 and has vigilance.
As long as equipped creature is a Human, it gets an additional +1/+0.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twisted Embrace {2}{B}{B}

Enchantment -- Aura

Enchant artifact or creature you control
When this Aura enters, destroy target creature or planeswalker an opponent controls.
As long as enchanted permanent is a creature, it gets +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultimate Price {1}{B}

Instant

Destroy target monocolored creature.

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

Unlikely Aid {1}{B}

Instant

Target creature gets +2/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vadmir, New Blood {1}{B}

Legendary Creature -- Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vito, Thorn of the Dusk Rose {2}{B}

Legendary Creature -- Vampire Cleric

Whenever you gain life, target opponent loses that much life.
{3}{B}{B}: Creatures you control gain lifelink until end of turn.

1/3

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.

Vorpal Sword {B}

Artifact -- Equipment

Equipped creature gets +2/+0 and has deathtouch.
{5}{B}{B}{B}: Until end of turn, this Equipment gains "Whenever equipped creature deals combat damage to a player, that player loses the game."
Equip {B}{B}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Walk the Plank {B}{B}

Sorcery

Destroy target non-Merfolk creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waste Not {1}{B}

Enchantment

Whenever an opponent discards a creature card, create a 2/2 black Zombie creature token.
Whenever an opponent discards a land card, add {B}{B}.
Whenever an opponent discards a noncreature, nonland card, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrench Mind {B}{B}

Sorcery

Target player discards two cards unless they discard an artifact card.

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.