Ancestral Recall (U)

Instant

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Atog (1)(R)

Creature -- Atog

Sacrifice an artifact: This creature gets +2/+2 until end of turn.

1/2

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

Playtest cards - Supabodo - 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Braingeyser (X)(U)(U)

Sorcery

Target player draws X cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chain Lightning (R)

Sorcery

Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Copper Tablet (2)

Artifact

At the beginning of each player's upkeep, this artifact deals 1 damage to that player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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At the beginning of each player's upkeep, this artifact deals 1 damage to that player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthquake (X)(R)

Sorcery

Earthquake deals X damage to each creature without flying and each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthquake (X)(R)

Sorcery

Earthquake deals X damage to each creature without flying and each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hammerheim

Legendary Land

{T}: Add {R}.
{T}: Target creature loses all landwalk abilities until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

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

Lightning Bolt ®

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maze of Ith

Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Supabodo - Unknown format (Oldschool Main Event: Bogardan War II) sheet 4/10 - 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

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Emerald (0)

Artifact

{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Jet (0)

Artifact

{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Pearl (0)

Artifact

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Ruby (0)

Artifact

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Sapphire (0)

Artifact

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Psionic Blast (2)(U)

Instant

Psionic Blast deals 4 damage to any target and 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Psionic Blast deals 4 damage to any target and 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Psionic Blast {2}{U}

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Psionic Blast deals 4 damage to any target and 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Psionic Blast {2}{U}

Instant

Psionic Blast deals 4 damage to any target and 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shatter {1}{R}

Instant

Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shatter {1}{R}

Instant

Destroy target artifact.

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

Timetwister {2}{U}

Sorcery

Each player shuffles their hand and graveyard into their library, then draws seven cards. (Then put Timetwister into its owner's graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volcanic Island

Land -- Island Mountain

({T}: Add {U} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Supabodo - 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.

Volcanic Island

Land -- Island Mountain

({T}: Add {U} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {U} or {R}.)

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Volcanic Island

Land -- Island Mountain

({T}: Add {U} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wheel of Fortune (2)(R)

Sorcery

Each player discards their hand, then draws seven cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Moon (2)(R)

Enchantment

Nonbasic lands are Mountains.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Moon (2)(R)

Enchantment

Nonbasic lands are Mountains.

[sideboard]

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Enchantment

Nonbasic lands are Mountains.

[sideboard]

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Blood Moon (2)(R)

Enchantment

Nonbasic lands are Mountains.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Supabodo - 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.

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Copy Artifact (1)(U)

Enchantment

You may have this enchantment enter as a copy of any artifact on the battlefield, except it's an enchantment in addition to its other types.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

You may have this enchantment enter as a copy of any artifact on the battlefield, except it's an enchantment in addition to its other types.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthquake (X)(R)

Sorcery

Earthquake deals X damage to each creature without flying and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[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.

Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shatter {1}{R}

Instant

Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shatter {1}{R}

Instant

Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Supabodo - 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.