## 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


## Bottle of Suleiman (4)

Artifact

{1}, Sacrifice this artifact: Flip a coin. If you win the flip, create a 5/5 colorless Djinn artifact creature token with flying. If you lose the flip, this artifact deals 5 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Brass Man (1)

Artifact Creature -- Construct

This creature doesn't untap during your untap step.
At the beginning of your upkeep, you may pay {1}. If you do, untap this creature.

1/3

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Andreaforchino - 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.

## Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Counterspell {U}{U}

Instant

Counter target spell.

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

## 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

## Dragon Engine {3}

Artifact Creature -- Dragon Construct

{2}: This creature gets +1/+0 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.

## Dragon Engine (3)

Artifact Creature -- Dragon Construct

{2}: This creature gets +1/+0 until end of turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flying Men (U)

Creature -- Human

Flying

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flying Men (U)

Creature -- Human

Flying

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flying Men (U)

Creature -- Human

Flying

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flying Men (U)

Creature -- Human

Flying

1/1

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

## 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

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Andreaforchino - 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.

**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

**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

**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

**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

**Playtest cards - Andreaforchino - 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.

**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

**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

**Island**

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Juggernaut** (4)

Artifact Creature -- Juggernaut

This creature attacks each combat if able.
This creature can't be blocked by Walls.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Juggernaut** (4)

Artifact Creature -- Juggernaut

This creature attacks each combat if able.
This creature can't be blocked by Walls.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Andreaforchino - 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.

## Juggernaut (4)

Artifact Creature -- Juggernaut

This creature attacks each combat if able.
This creature can't be blocked by Walls.

**5/3**

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

## Millstone (2)

Artifact

{2}, {T}: Target player mills two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Millstone (2)

Artifact

{2}, {T}: Target player mills two cards.

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

## 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

## Serendib Efreet (2)(U)

Creature -- Efreet

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

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Andreaforchino - Unknown format (Oldschool Main Event: Bogardan War II)** sheet 6/10 - 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.

## Serendib Efreet (2)(U)

Creature -- Efreet

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Serendib Efreet (2)(U)

Creature -- Efreet

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Serendib Efreet (2)(U)

Creature -- Efreet

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

3/4

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

## 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 - Andreaforchino - 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.

## 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

## Triskelion (6)

Artifact Creature -- Construct

This creature enters with three +1/+1 counters on it.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Triskelion (6)

Artifact Creature -- Construct

This creature enters with three +1/+1 counters on it.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Azure Drake (3)(U)

Creature -- Drake

Flying

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Azure Drake (3)(U)

Creature -- Drake

Flying

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Azure Drake (3)(U)

Creature -- Drake

Flying

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Azure Drake (3)(U)

Creature -- Drake

Flying

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Andreaforchino - 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.

## Clone (3U)

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield.

[sideboard]

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Clone (3U)

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield.

[sideboard]

**0/0**

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.

[sideboard]

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.

[sideboard]

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.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghost Ship (2UU)

Creature -- Spirit

Flying
{U}{U}{U}: Regenerate this creature.

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghost Ship (2UU)

Creature -- Spirit

Flying
{U}{U}{U}: Regenerate this creature.

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Andreaforchino - 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.

## Ghost Ship {2}{U}{U}

Creature -- Spirit

Flying
{U}{U}{U}: Regenerate this creature.

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghost Ship {2}{U}{U}

Creature -- Spirit

Flying
{U}{U}{U}: Regenerate this creature.

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Recall {X}{X}{U}

Sorcery

Discard X cards, then return a card from your graveyard to your hand for each card discarded this way. Exile Recall.

[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.