Academy Ruins

Legendary Land

{T}: Add {C}.
{1}{U}, {T}: Put target artifact card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blast Zone

Land

This land enters with a charge counter on it.
{T}: Add {C}.
{X}{X}, {T}: Put X charge counters on this land.
{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters with a charge counter on it.
{T}: Add {C}.
{X}{X}, {T}: Put X charge counters on this land.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boon of the Wish-Giver {4}{U}{U}

Sorcery

Draw four cards.
Cycling {1} ({1}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boon of the Wish-Giver {4}{U}{U}

Sorcery

Draw four cards.
Cycling {1} ({1}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloudpost

Land -- Locus

This land enters tapped.
{T}: Add {C} for each Locus on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Haidle, Brian - Vintage v3 Group 43A0AF (Mindslaver, Condescend) ($3K - V 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.

Cloudpost

Land -- Locus

This land enters tapped.
{T}: Add {C} for each Locus on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Condescend (X)(U)

Instant

Counter target spell unless its controller pays {X}. Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map (1)

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map (1)

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimmerpost

Land -- Locus

When this land enters, you gain 1 life for each Locus on the battlefield.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Glimmerpost

Land -- Locus

When this land enters, you gain 1 life for each Locus on the battlefield.
{T}: Add {C}.

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

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Basic Land -- Island

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {U}.)

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindslaver 6

Legendary Artifact

{4}, {T}, Sacrifice Mindslaver: You control target player during that player's next turn. (You see all cards that player could see and make all decisions for them.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monument to Perfection 2

Artifact

{3}, {T}: Search your library for a basic, Sphere, or Locus land card, reveal it, put it into your hand, then shuffle.
{3}: This artifact becomes a 9/9 Phyrexian Construct artifact creature, loses all abilities, and gains indestructible and toxic 9. Activate only if there are nine or more lands with different names among the basic, Sphere, and Locus lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Stone 3

Artifact

{4}, {T}: Put a fate counter on target permanent.
{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Oblivion Stone {3}

Artifact

{4}, {T}: Put a fate counter on target permanent.
{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Stone {3}

Artifact

{4}, {T}: Put a fate counter on target permanent.
{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Stone {3}

Artifact

{4}, {T}: Put a fate counter on target permanent.
{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remand {1}{U}

Instant

Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.
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Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repeal {X}{U}

Instant

Return target nonland permanent with mana value X to its owner's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repeal {X}{U}

Instant

Return target nonland permanent with mana value X to its owner's hand.
Draw a card.

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Repeal {X}{U}

Instant

Return target nonland permanent with mana value X to its owner's hand. Draw a card.

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Return target nonland permanent with mana value X to its owner's hand. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scour for Scrap {3}{U}

Instant

Choose one or both --
* Search your library for an artifact card, reveal it, put it into your hand, then shuffle.
* Return target artifact card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scour for Scrap {3}{U}

Instant

Choose one or both --
* Search your library for an artifact card, reveal it, put it into your hand, then shuffle.
* Return target artifact card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one or both --
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one or both --
* Search your library for an artifact card, reveal it, put it into your hand, then shuffle.
* Return target artifact card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shark Typhoon {5}{U}

Enchantment

Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.
Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)
When you cycle this card, create an X/X blue Shark creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Shark Typhoon {5}{U}

Enchantment

Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.
Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)
When you cycle this card, create an X/X blue Shark creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sol Ring {1}

Artifact

{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Stone Brain {2}

Legendary Artifact

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trenchpost

Land -- Locus

{T}: Add {C}.
{3}, {T}: Target player mills a card for each Locus you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Locus

{T}: Add {C}.
{3}, {T}: Target player mills a card for each Locus you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vexing Bauble {1}

Artifact

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Warping Wail {1}{C}

Instant

({C} represents colorless mana.)
Choose one --
* Exile target creature with power or toughness 1 or less.
* Counter target sorcery spell.
* Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

({C} represents colorless mana.)
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* Exile target creature with power or toughness 1 or less.
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Instant

({C} represents colorless mana.)
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* Exile target creature with power or toughness 1 or less.
* Counter target sorcery spell.
* Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul {U}

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ratchet Bomb {2}

Artifact

{T}: Put a charge counter on this artifact.
{T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Burst (X)(U)

Instant

Buyback {3} (You may pay an additional {3} as you cast this spell. If you do, put this card into your hand as it resolves.)
Counter target spell with mana value X.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Filigree Sylex (2)

Legendary Artifact

{T}: Put an oil counter on The Filigree Sylex.
{T}, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex.
{T}, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Stone Brain (2)

Legendary Artifact

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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Whirlwind Denial 2U

Instant

For each spell and ability your opponents control, counter it unless its controller pays {4}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whirlwind Denial 2U

Instant

For each spell and ability your opponents control, counter it unless its controller pays {4}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whirlwind Denial 2U

Instant

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[sideboard]

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