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Target player draws three cards.

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

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Draw three cards, then put two cards from your hand on top of your library in any order.

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[+1]: Target player draws two cards,
then discards two cards.
[-2]: Gain control of target
artifact.
[-6]: You get an emblem with
"Whenever you cast a spell that
targets one or more permanents, gain
control of those permanents."
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Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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Choose three. You may choose the same mode more than once.

- * Fiery Confluence deals 1 damage to each creature.
- * Fiery Confluence deals 2 damage to each opponent.
- * Destroy target artifact.

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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Flusterstorm  Instant Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)	Force of Will  Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.	Force of Will  Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.	Force of Will  Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.
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Force of Will  Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.	Gitaxian Probe  Sorcery ({U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card.	Gush  Instant You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Draw two cards.	Island Basic Land -- Island ({T}: Add {U}.)
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - geekyjackson - Vintage (Vintage Challenge)

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.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, the Mind Sculptor 2UU Legendary Planeswalker -- Jace [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library. [0]: Draw three cards, then put two cards from your hand on top of your library in any order. [-1]: Return target creature to its owner's hand. [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, the Mind Sculptor 2UU Legendary Planeswalker -- Jace [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library. [0]: Draw three cards, then put two cards from your hand on top of your library in any order. [-1]: Return target creature to its owner's hand. [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mental Misstep UP Instant {U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

UP

{U/P} can be paid with either {U} or 2 life.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{U/P} can be paid with either {U} or 2 life.)
Counter target spell with mana value 1.

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Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.

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If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.

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$$\{T\}: \text{Add } \{G\}.$$

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Mox Jet Artifact {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Pearl Artifact {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Ruby Artifact {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Sapphire Artifact {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preordain Sorcery Scry 2, then draw a card. (To 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 PLAYbotbox.dev	Preordain Sorcery Scry 2, then draw a card. (To 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 PLAYbotbox.dev

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Scry 2, then draw a card. (To 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.)

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Scry 2, then draw a card. (To 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.)

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

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Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

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Snapcaster Mage 1 U Creature -- Human Wizard Flash When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snapcaster Mage 1 U Creature -- Human Wizard Flash When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Time Walk 1 U Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Treasure Cruise 7 U Sorcery Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tundra Land -- Plains Island {T}: Add {W} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tundra Land -- Plains Island {T}: Add {W} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Island Land -- Island Mountain {T}: Add {U} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mindbreak Trap (2)(U)(U) Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard]	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard]	Pyroblast (R) Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard]	Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard]
Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard]	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard]	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard]	Shattering Spree (R) Sorcery Replicate {R} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Destroy target artifact. [sideboard]
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Shattering Spree Sorcery Replicate {R} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Destroy target artifact. [sideboard]	Shattering Spree Sorcery Replicate {R} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Destroy target artifact. [sideboard]	Wear Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] Tear Instant Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.)
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