## Ancestral Recall {U}

Instant

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Black Lotus {0}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Will {3}{U}{U}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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Instant

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Counter target spell.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Dreddybajs - Vintage (Vintage Challenge 32)** 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.

## Gitaxian Probe {UP}

Sorcery

({U/P} can be paid with either {U} or 2 life.)
Look at target player's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Golos, Tireless Pilgrim {5}

Legendary Artifact Creature -- Scout

When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle.
{2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.

**3/5**

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

## Lodestone Golem {4}

Artifact Creature -- Golem

Nonartifact spells cost {1} more to cast.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Lórien Revealed (3)(U)(U)

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mana Crypt (0)

Artifact

At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Workshop

Land

{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.

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{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.

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## Mishra's Workshop

Land

{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.

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



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## 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

## Null Rod 2

Artifact

Activated abilities of artifacts can't be activated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Phyrexian Metamorph 3 UP

Artifact Creature -- Phyrexian Shapeshifter

({U/P} can be paid with either {U} or 2 life.)
You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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

**0/0**

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

**0/0**

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sarevok's Tome {4}

Artifact -- Book

When this artifact enters, you take the initiative.
{T}: Add {C}. If you have the initiative, add {C}{C} instead.
{3}, {T}: Exile cards from the top of your library until you exile a nonland card. You may cast that card without paying its mana cost. Activate only if you've completed a dungeon.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sarevok's Tome {4}

Artifact -- Book

When this artifact enters, you take the initiative.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sicarian Infiltrator {2}{U}

Artifact Creature -- Human Soldier

Flash
Squad {2} (As an additional cost to cast this spell, you may pay {2} any number of times. When this creature enters, create that many tokens that are copies of it.)
Benediction of the Omnissiah -- When this creature enters, draw a card.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sicarian Infiltrator {2}{U}

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Flash
Squad {2} (As an additional cost to cast this spell, you may pay {2} any number of times. When this creature enters, create that many tokens that are copies of it.)
Benediction of the Omnissiah -- When this creature enters, draw a card.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Dreddybajs - Vintage (Vintage Challenge 32)** 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.

**Simulacrum Synthesizer** (2)(U)

Artifact

When this artifact enters, scry 2.
Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

**Thought Monitor** (6)(U)

Artifact Creature -- Construct

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
When this creature enters, draw two cards.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Thought Monitor** (6)(U)

Artifact Creature -- Construct

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
When this creature enters, draw two cards.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Dreddybajs - Vintage (Vintage Challenge 32)** 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.

## Thought Monitor {6}{U}

Artifact Creature -- Construct

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
When this creature enters, draw two cards.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thought Monitor {6}{U}

Artifact Creature -- Construct

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
When this creature enters, draw two cards.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Time Walk {1}{U}

Sorcery

Take an extra turn after this one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tolarian Academy

Legendary Land

{T}: Add {U} for each artifact you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Trinisphere {3}

Artifact

As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Urza's Saga

Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Dreddybajs - Vintage (Vintage Challenge 32)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flusterstorm (U)

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flusterstorm (U)

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Negation (1)(U)(U)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Negation (1)(U)(U)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Dreddybajs - Vintage (Vintage Challenge 32)** 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.

## Force of Negation {1}{U}{U}

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.
Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grafdigger's Cage {1}

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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]

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

## 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

## Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wurmcoil Engine {6}

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink
When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Dreddybajs - Vintage (Vintage Challenge 32)** 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.

## Wurmcoil Engine 6

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink
When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.

[sideboard]

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Wurmcoil Engine 6

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink
When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.

[sideboard]

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wurmcoil Engine 6

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink
When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.

[sideboard]

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Dreddybajs - Vintage (Vintage Challenge 32)** 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.