

①

```
{U}, Sacrifice this artifact: Return
target creature to its owner's hand.
{1}, Sacrifice this artifact: Draw a
card.
```

1/2

① W

When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.

Legendary Planeswalker -- Ajani

[+2]: Put a +1/+1 counter on each Cat you control.

[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.

[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.

L 3

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U

Target player draws three cards.

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⑨

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

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① W

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1/2

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L 3

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6 U U

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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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

<div><div><div>Dress Down</div><div><div>1</div><div>U</div></div></div><div><div>Enchantment</div><div>Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Engineered Explosives</div><div><div>X</div></div></div><div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Flooded Strand</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Flooded Strand</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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3 U U

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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You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UP

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

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`{X}{X}{1}`: Destroy target
noncreature artifact with mana value
X.

1/1

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④ ⑤

You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Draw two cards.

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②③

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

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$$(\{T\}: \text{Add } \{U\}.)$$

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Karakas

Legendary Land

```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
```

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Library of Alexandria

Land

```
{T}: Add {C}.
{T}: Draw a card. Activate only if
you have exactly seven cards in
hand.
```

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Mana Crypt

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}.

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Mana Vault

Artifact

This artifact doesn't untap during your untap step.

At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.

At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.

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

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Mental Misstep

Instant

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

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Mindbreak Trap

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.

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Misty Rainforest

Land

{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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Mox Emerald

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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©

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Draw two cards, then sacrifice a permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Draw two cards, then sacrifice a permanent.

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①

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.

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

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 PLAY botbox.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.

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Seal of Fire

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Enchantment

Sacrifice this enchantment: It deals 2 damage to any target.

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Sensei's Divining Top

①

Artifact

```
{1}: Look at the top three cards of
your library, then put them back in
any order.
{T}: Draw a card, then put this
artifact on top of its owner's
library.
```

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②③

Sorcery

Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy.

Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Skullclamp

①

Artifact -- Equipment

```
Equipped creature gets +1/-1.
Whenever equipped creature dies,
draw two cards.
Equip {1}
```

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Sol Ring

①

Artifact

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

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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.
```

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Strip Mine

Land

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

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Third Path Iconoclast

Creature -- Human Monk

Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token.

2/1

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Time Walk ①②

Sorcery

Take an extra turn after this one.

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Tolarian Academy

Legendary Land

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

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Tundra

Land -- Plains Island

($\{T\}$: Add $\{W\}$ or $\{U\}$.)

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($\{T\}$: Add $\{W\}$ or $\{U\}$.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underworld Breach (1) (R)

Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)

At the beginning of the end step, sacrifice this enchantment.

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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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Spirit of the Labyrinth ①W Enchantment Creature -- Spirit Each player can't draw more than one card each turn. [sideboard] <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Spirit of the Labyrinth ①W Enchantment Creature -- Spirit Each player can't draw more than one card each turn. [sideboard] <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Spirit of the Labyrinth ①W Enchantment Creature -- Spirit Each player can't draw more than one card each turn. [sideboard] <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Steel Sabotage U Instant Choose one -- * Counter target artifact spell. * Return target artifact to its owner's hand. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Steel Sabotage U Instant Choose one -- * Counter target artifact spell. * Return target artifact to its owner's hand. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Swords to Plowshares

Instant

Exile target creature. Its controller gains life equal to its power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swords to Plowshares

Instant

Exile target creature. Its controller gains life equal to its power.

[sideboard]

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The Tabernacle at Pendrell Vale

Legendary Land

All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."

[sideboard]

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Playtest cards - brianpk80 - Vintage (Vintage League)

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.