

U

Target player draws three cards.

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①

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

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U

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

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You may return an Island you control
to its owner's hand rather than pay
this spell's mana cost.
Counter target spell unless its
controller pays {1}.
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① B

Search your library for a card, put that card into your hand, then shuffle.

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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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① ②

Flash
When this enchantment enters, draw a card.
Creatures lose all abilities.
At the beginning of the end step, sacrifice this enchantment.

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U B

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Choose one --
* Counter target spell with mana
value less than or equal to the
number of cards in its controller's
graveyard.
* Destroy target creature with mana
value less than or equal to the
number of cards in its controller's
graveyard.
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B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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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.)

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① ② ③

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.

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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.

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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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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<div><div>Force of Will</div><div><div>3UU</div></div></div> <div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Gitaxian Probe</div><div><div>UP</div></div></div> <div><div>Sorcery</div><div>($\{U/P\}$ can be paid with either $\{U\}$ or 2 life.) Look at target player's hand. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>($\{T\}$: Add $\{U\}$.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lórien Revealed</div><div><div>3UU</div></div></div> <div><div>Sorcery</div><div>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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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① ②

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

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①

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

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

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

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①

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

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①

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

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(B)

Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--[2]{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)

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① B

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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sheet 4/10 - 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>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Orc Archer</div><div>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Polluted Delta</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Polluted Delta</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Psychic Frog</div><div><div>U</div><div>B</div></div></div><div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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<div>Sol Ring</div> <div>Artifact</div> <div>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Soul-Guide Lantern</div> <div>Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spell Pierce</div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spell Pierce</div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Strip Mine</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Time Walk</div> <div>Sorcery</div> <div>Take an extra turn after this one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Underground Sea</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Underground Sea</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div><div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Fatal Push</div><div>Instant</div><div><div>Destroy target creature if it has mana value 2 or less.</div><div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fatal Push</div><div>Instant</div><div><div>Destroy target creature if it has mana value 2 or less.</div><div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Force of Negation</div><div>Instant</div><div><div>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.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Grafdigger's Cage</div><div>Artifact</div><div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div><div>Grafdigger's Cage</div><div>1</div></div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lurrus of the Dream-Den</div><div>1W/BW/B</div></div><div>Legendary Creature -- Cat Nightmare</div><div>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pithing Needle</div><div>1</div></div><div>Artifact</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Soul Rend</div><div>1B</div></div><div>Instant</div><div>Destroy target creature if it's white. A creature destroyed this way can't be regenerated. Draw a card at the beginning of the next turn's upkeep.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Soul Rend</div><div>1B</div></div><div>Instant</div><div>Destroy target creature if it's white. A creature destroyed this way can't be regenerated. Draw a card at the beginning of the next turn's upkeep.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spreading Seas</div><div>1U</div></div><div>Enchantment -- Aura</div><div>Enchant land When this Aura enters, draw a card. Enchanted land is an Island.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spreading Seas</div><div>1U</div></div><div>Enchantment -- Aura</div><div>Enchant land When this Aura enters, draw a card. Enchanted land is an Island.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Steel Sabotage</div><div>U</div></div><div>Instant</div><div>Choose one -- * Counter target artifact spell. * Return target artifact to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Steel Sabotage</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Counter target artifact spell. * Return target artifact to its owner's hand. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The Tabernacle at Pendrell Vale</div> <div> <div></div> </div> </div> <div> <div>Legendary Land</div> <div> <p>All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."</p> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

Playtest cards - Tw33Ty - Vintage (Vintage Challenge 32)

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