

Ancestral Recall

U

Instant

Target player draws three cards.

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Black Lotus

①

Artifact

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

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Bolas's Citadel

3 B B B

Legendary Artifact

You may look at the top card of your library any time.

You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

{T}, Sacrifice ten nonland permanents: Each opponent loses 10 life.

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Brainstorm

U

Instant

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

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Demonic Tutor

① ②

Sorcery

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

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Dig Through Time

6 U U

Instant

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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Dress Down

① ②

Enchantment

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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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.)

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Playtest cards - Eonwe7 - 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 1/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Flusterstorm</div><div>Instant</div><div>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.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Force of Negation</div><div>Instant</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Force of Negation</div><div>Instant</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Force of Will</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div> <div>Hullbreacher</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Pirate</div> <div>Flash</div> <div>If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Hullbreacher</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Pirate</div> <div>Flash</div> <div>If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Hullbreacher</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Pirate</div> <div>Flash</div> <div>If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Hullbreacher</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Pirate</div> <div>Flash</div> <div>If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Karn, the Great Creator</div> <div>4</div> </div> <div> <div>Legendary Planeswalker -- Karn</div> <div>Activated abilities of artifacts your opponents control can't be activated. [+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value. [-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Lórien Revealed</div> <div>3UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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<div>Manifold Key1</div> <div>Artifact</div> <div>{1}, {T}: Untap another target artifact. {3}, {T}: Target creature can't be blocked this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mental MisstepUP</div> <div>Instant</div> <div>(U/P can be paid with either {U} or 2 life.) Counter target spell with mana value 1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Merchant Scroll1U</div> <div>Sorcery</div> <div>Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Mox Emerald</div><div>Artifact</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mystical Tutor</div><div>Instant</div><div>Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Polluted Delta</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sensei's Divining Top</div><div>Artifact</div><div>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Sol Ring</div><div>Artifact</div><div><div>1</div></div><div><div>{T}: Add {C}{C}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Strip Mine</div><div>Land</div><div><div>2</div><div>U</div></div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Timetwister</div><div>Sorcery</div><div><div>2</div><div>U</div></div><div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards. (Then put Timetwister into its owner's graveyard.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Time Vault</div><div>Artifact</div><div><div>2</div></div><div><div>This artifact enters tapped. This artifact doesn't untap during your untap step. If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact. {T}: Take an extra turn after this one.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Time Walk</div><div>Sorcery</div><div><div>1</div><div>U</div></div><div><div>Take an extra turn after this one.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Tinker</div><div>Sorcery</div><div><div>2</div><div>U</div></div><div><div>As an additional cost to cast this spell, sacrifice an artifact. Search your library for an artifact card, put that card onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Underground Sea</div><div>Land -- Island Swamp</div><div><div>{T}: Add {U} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Underground Sea</div><div>Land -- Island Swamp</div><div><div>{T}: Add {U} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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<div><div>Annul</div><div>Instant</div><div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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.</div><div>Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Hurkyl's Recall</div><div>Instant</div><div><div>Return all artifacts target player owns to their hand.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Long Goodbye</div><div>Instant</div><div><div>This spell can't be countered. (This includes by the ward ability.)</div><div>Destroy target creature or planeswalker with mana value 3 or less.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Long Goodbye</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Long Goodbye</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mindbreak Trap</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Instant -- Trap</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mindbreak Trap</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Instant -- Trap</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Pithing Needle</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pithing Needle</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Portal to Phyrexia</div> <div> <div>9</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, each opponent sacrifices three creatures of their choice. At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. It's a Phyrexian in addition to its other types.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<p>Sphinx of the Steel Wind (5)(W)(U)(B)</p> <p>Artifact Creature -- Sphinx</p> <p>Flying, first strike, vigilance, lifelink, protection from red and from green</p> <p>[sideboard]</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Tabernacle at Pendrell Vale</p> <p>Legendary Land</p> <p>All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Yixlid Jailer (1)(B)</p> <p>Creature -- Zombie Wizard</p> <p>Cards in graveyards lose all abilities.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	
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