

<div><div><div>Ancestral Recall</div><div>Instant</div><div>Target player draws three cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Assassin's Trophy</div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Assassin's Trophy</div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Bayou</div><div>Land -- Swamp Forest</div><div>([T]): Add [B] or [G].)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Black Lotus</div><div>Artifact</div><div>[T], Sacrifice this artifact: Add three mana of any one color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>[T]: Add [G]. Channel -- [1][G], Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs [1] less to activate for each legendary creature you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Collector Ouphe</div><div>Creature -- Ouphe</div><div>Activated abilities of artifacts can't be activated.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

Collector Ouphe (1)(G) Creature -- Ouphe Activated abilities of artifacts can't be activated. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector Ouphe (1)(G) Creature -- Ouphe Activated abilities of artifacts can't be activated. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector Ouphe (1)(G) Creature -- Ouphe Activated abilities of artifacts can't be activated. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daze (1)(U) Instant 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}. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deathrite Shaman (B/G) Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathrite Shaman (B/G) Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathrite Shaman (B/G) Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathrite Shaman (B/G) Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Tutor

1 B

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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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.)

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.)

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Force of Vigor

2GG

Instant

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Vigor

2GG

Instant

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Vigor

2GG

Instant

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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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.

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Playtest cards - tao bye_bye - 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 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</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>Force of Will</div><div><div>3</div><div>U</div><div>U</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>Force of Will</div><div><div>3</div><div>U</div><div>U</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>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Life from the Loam</div><div><div>1</div><div>G</div></div></div> <div><div>Sorcery</div><div>Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Life from the Loam</div><div><div>1</div><div>G</div></div></div> <div><div>Sorcery</div><div>Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Life from the Loam</div><div><div>1</div><div>G</div></div></div> <div><div>Sorcery</div><div>Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mental Misstep</div><div>UP</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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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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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Emerald

©

Artifact

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

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Mox Jet

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Sapphire

⑨

Artifact

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

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Ok, Thief of Crowns (1)(G)(U)

1 G U

Legendary Planeswalker -- 0ko

[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.

[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Okko, Thief of Crowns (1)(G)(U)

1 G U

Legendary Planeswalker -- Oko

[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.

[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Oko, Thief of Crowns ①⑥⑦</div><div>Legendary Planeswalker -- Oko</div><div><div>[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.</div><div>[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.</div></div><div><div>L4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Strip Mine</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target land.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Time Walk ①⑦</div><div>Sorcery</div><div>Take an extra turn after this one.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Treasure Cruise ⑦⑦</div><div>Sorcery</div><div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</div><div>Draw three cards.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Tropical Island</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tropical Island</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tropical Island</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.</div></div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Uro, Titan of Nature's Wrath 1GU</div><div>Legendary Creature -- Elder Giant</div><div>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Uro, Titan of Nature's Wrath 1GU</div><div>Legendary Creature -- Elder Giant</div><div>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Uro, Titan of Nature's Wrath 1GU</div><div>Legendary Creature -- Elder Giant</div><div>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Assassin's Trophy</div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Assassin's Trophy</div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Endurance</div><div>①⑥⑥</div></div> <div><div>Creature -- Elemental Incarnation</div><div>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div><div>[sideboard]</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Energy Flux</div><div>②④</div></div> <div><div>Enchantment</div><div>All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}."</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Fatal Push</div><div>Ⓑ</div></div> <div><div>Instant</div><div>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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Fatal Push</div><div>Ⓑ</div></div> <div><div>Instant</div><div>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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<p>Leyline of the Void ②③③</p> <hr/> <p>Enchantment</p> <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Leyline of the Void ②③③</p> <hr/> <p>Enchantment</p> <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Tabernacle at Pendrell Vale</p> <hr/> <p>Legendary Land</p> <hr/> <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>The Tabernacle at Pendrell Vale</p> <hr/> <p>Legendary Land</p> <hr/> <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>
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