

<div> <div>Black Lotus</div> <div> <div>Artifact</div> <div> { T }, Sacrifice this artifact: Add three mana of any one color. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Boseiju, Who Endures</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Boseiju, Who Endures</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Cavern of Souls</div> <div> <div>Land</div> <div> As this land enters, choose a creature type. { T }: Add { C }. { T }: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Chalice of the Void</div> <div> <div>Artifact</div> <div> This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Collector Ouphe</div> <div> <div>Creature -- Ouphe</div> <div> Activated abilities of artifacts can't be activated. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Collector Ouphe</div> <div> <div>Creature -- Ouphe</div> <div> Activated abilities of artifacts can't be activated. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Commercial District</div> <div> <div>Land -- Mountain Forest</div> <div> ({ T }: Add { R } or { G }.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

G

{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a
legendary spell, and that spell
can't be countered.

1/2

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G

{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a
legendary spell, and that spell
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1/2

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2 G

Exile this card from your hand: Add {G}.

2/2

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② ⑥

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Exile this card from your hand: Add {G}.

2/2

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2GG

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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2GG

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

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<p>Inti, Seneschal of the Sun (1)(R)</p> <p>Legendary Creature -- Human Knight</p> <p>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.</p> <p>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Inti, Seneschal of the Sun (1)(R)</p> <p>Legendary Creature -- Human Knight</p> <p>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.</p> <p>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Inti, Seneschal of the Sun (1)(R)</p> <p>Legendary Creature -- Human Knight</p> <p>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.</p> <p>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Karakas</p> <p>Legendary Land</p> <p>{T}: Add {W}.</p> <p>{T}: Return target legendary creature to its owner's hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Lightning Bolt (R)</p> <p>Instant</p> <p>Lightning Bolt deals 3 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mana Crypt (0)</p> <p>Artifact</p> <p>At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.</p> <p>{T}: Add {C}{C}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mawloc (X)(R)(G)</p> <p>Creature -- Tyranid</p> <p>Ravenous (This creature enters with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)</p> <p>Terror from the Deep -- When this creature enters, it fights up to one target creature an opponent controls. If that creature would die this turn, exile it instead.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mental Misstep (UP)</p> <p>Instant</p> <p>({U/P} can be paid with either {U} or 2 life.)</p> <p>Counter target spell with mana value 1.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Absorbentthree - Vintage (Vintage League)

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>Minsc & Boo, Timeless Heroes (2)(R)(G)</div><div>Legendary Planeswalker -- Minsc</div><div>When Minsc & Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste. [+1]: Put three +1/+1 counters on up to one target creature with trample or haste. [-2]: Sacrifice a creature. When you do, Minsc & Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards. Minsc & Boo, Timeless Heroes can be your commander.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Minsc & Boo, Timeless Heroes (2)(R)(G)</div><div>Legendary Planeswalker -- Minsc</div><div>When Minsc & Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste. [+1]: Put three +1/+1 counters on up to one target creature with trample or haste. [-2]: Sacrifice a creature. When you do, Minsc & Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards. Minsc & Boo, Timeless Heroes can be your commander.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Minsc & Boo, Timeless Heroes (2)(R)(G)</div><div>Legendary Planeswalker -- Minsc</div><div>When Minsc & Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste. [+1]: Put three +1/+1 counters on up to one target creature with trample or haste. [-2]: Sacrifice a creature. When you do, Minsc & Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards. Minsc & Boo, Timeless Heroes can be your commander.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>([T]): Add [R].)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mox Emerald (0)</div><div>Artifact</div><div>[T]: Add [G].</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Ruby (0)</div><div>Artifact</div><div>[T]: Add [R].</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Outland Liberator (1)(G)</div><div>Creature -- Human Werewolf</div><div>[1], Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/2</div><div>--- BACK FACE ---</div><div>Frenzied Trapbreaker</div><div>Creature -- Werewolf</div><div>[1], Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Outland Liberator (1)(G)</div><div>Creature -- Human Werewolf</div><div>[1], Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/2</div><div>--- BACK FACE ---</div><div>Frenzied Trapbreaker</div><div>Creature -- Werewolf</div><div>[1], Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

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Choose one --

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* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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®

Choose one --

```
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
```

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① ⑥

[G]: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

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① ②

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

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②R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Exile this card from your hand: Add {R}.

2/2

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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>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>	<div><div>Taiga</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Taiga</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Taiga</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Tarmogoyf</div><div>①⑥</div><div>Creature -- Lhurgoyf</div><div>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</div><div>*/1+*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tarmogoyf</div><div>①⑥</div><div>Creature -- Lhurgoyf</div><div>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</div><div>*/1+*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tarmogoyf</div><div>①⑥</div><div>Creature -- Lhurgoyf</div><div>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</div><div>*/1+*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tarmogoyf</div><div>①⑥</div><div>Creature -- Lhurgoyf</div><div>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</div><div>*/1+*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Vexing Bauble</div><div>①</div></div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vexing Bauble</div><div>①</div></div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vexing Bauble</div><div>①</div></div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vexing Bauble</div><div>①</div></div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Wasteland</div></div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wasteland</div></div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wasteland</div></div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wooded Foothills</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wrenn and Six <div>R</div><div>G</div></div> <div>Legendary Planeswalker -- Wrenn</div> <div>[+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wrenn and Six <div>R</div><div>G</div></div> <div>Legendary Planeswalker -- Wrenn</div> <div>[+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Collector Ouphe <div>1</div><div>G</div></div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Endurance <div>1</div><div>G</div><div>G</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>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Endurance <div>1</div><div>G</div><div>G</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>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Grafdigger's Cage <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 PLAY botbox.dev</div>

Playtest cards - Absorbentthree - Vintage (Vintage League)

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

<div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mindbreak Trap (2)(U)(U)</div><div>Instant -- Trap</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mindbreak Trap (2)(U)(U)</div><div>Instant -- Trap</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pyrokinesis (4)(R)(R)</div><div>Instant</div><div>You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seeds of Innocence (1)(G)(G)</div><div>Sorcery</div><div>Destroy all artifacts. They can't be regenerated. The controller of each of those artifacts gains life equal to its mana value.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The Tabernacle at Pendrell Vale</div><div>Legendary Land</div><div>All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}." [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Tormod's Crypt</div> <div>0</div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Unchained Berserker</div> <div>1R</div> </div> <div>Creature -- Human Berserker</div> <div>Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.) This creature gets +2/+0 as long as it's attacking.</div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Unchained Berserker</div> <div>1R</div> </div> <div>Creature -- Human Berserker</div> <div>Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.) This creature gets +2/+0 as long as it's attacking.</div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	
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