

<div>Ancestral Recall</div> <div>Instant</div> <div>Target player draws three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ancient Tomb</div> <div>Land</div> <div>{T}: Add {C}{C}. This land deals 2 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ancient Tomb</div> <div>Land</div> <div>{T}: Add {C}{C}. This land deals 2 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ancient Tomb</div> <div>Land</div> <div>{T}: Add {C}{C}. This land deals 2 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Ancient Tomb</div> <div>Land</div> <div>{T}: Add {C}{C}. This land deals 2 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Black Lotus</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add three mana of any one color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Copy Artifact</div> <div>Enchantment</div> <div>You may have this enchantment enter as a copy of any artifact on the battlefield, except it's an enchantment in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Copy Artifact</div> <div>Enchantment</div> <div>You may have this enchantment enter as a copy of any artifact on the battlefield, except it's an enchantment in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Grim Monolith</div><div>2</div></div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Grim Monolith</div><div>2</div></div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Island</div><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><div>Mana Crypt</div><div>0</div></div><div>Artifact</div><div>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}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Mana Vault</div><div>1</div></div><div>Artifact</div><div>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}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mishra's Workshop</div><div></div></div><div>Land</div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mishra's Workshop</div><div></div></div><div>Land</div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mishra's Workshop</div><div></div></div><div>Land</div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Mishra's Workshop</div><div>Land</div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Paradox Engine</div><div>Legendary Artifact</div><div>Whenever you cast a spell, untap all nonland permanents you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Phyrexian Metamorph</div><div>Artifact Creature -- Phyrexian Shapeshifter</div><div>{U/P} can be paid with either {U} or 2 life.) You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Phyrexian Metamorph (3) (UP)</div> <div>Artifact Creature -- Phyrexian Shapeshifter</div> <div> <p>{U/P} can be paid with either {U} or 2 life.)</p> <p>You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Phyrexian Metamorph (3) (UP)</div> <div>Artifact Creature -- Phyrexian Shapeshifter</div> <div> <p>{U/P} can be paid with either {U} or 2 life.)</p> <p>You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Phyrexian Metamorph (3) (UP)</div> <div>Artifact Creature -- Phyrexian Shapeshifter</div> <div> <p>{U/P} can be paid with either {U} or 2 life.)</p> <p>You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Relic of Sauron (4)</div> <div>Artifact</div> <div> <p>{T}: Add two mana in any combination of {U}, {B}, and/or {R}.</p> <p>{3}, {T}: Draw two cards, then discard a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Sink into Stupor (1) (U) (U)</div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>----- BACK FACE -----</div> <div>Soporific Springs</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Sol Ring (1)</div> <div>Artifact</div> <div>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Mightstone and Weakstone (5)</div> <div>Legendary Artifact -- Powerstone</div> <div> <p>When The Mightstone and Weakstone enters, choose one --</p> <p>* Draw two cards.</p> <p>* Target creature gets -5/-5 until end of turn.</p> <p>{T}: Add {C}{C}. This mana can't be spent to cast nonartifact spells. (Melds with Urza, Lord Protector.)</p> </div> <div>----- OTHER FACE -----</div> <div>Urza, Planeswalker</div> <div>Legendary Planeswalker -- Urza</div> <div> <p>You may activate the loyalty abilities of Urza twice each turn rather than only once.</p> <p>[+2]: Artifact, instant, and sorcery spells you cast this turn cost {2} less to cast. You gain 2 life.</p> <p>[+1]: Draw two cards, then discard a card.</p> <p>[0]: Create two 1/1 colorless Soldier artifact creature tokens.</p> <p>[-3]: Exile target nonland permanent.</p> </div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The One Ring (4)</div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Time Walk</div> <div>1U</div> </div> <div> <div>Sorcery</div> <div> <p>Take an extra turn after this one.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Tinker</div> <div>2U</div> </div> <div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact.</p> <p>Search your library for an artifact card, put that card onto the battlefield, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tolarian Academy</div> <div></div> </div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {U} for each artifact you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Transmute Artifact</div> <div>UU</div> </div> <div> <div>Sorcery</div> <div> <p>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Transmute Artifact</div> <div>UU</div> </div> <div> <div>Sorcery</div> <div> <p>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - 214 - 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 6/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Transmute Artifact</div> <div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Transmute Artifact</div> <div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Trinisphere</div> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Urza's Saga</div> </div> <div>Enchantment Land -- Urza's Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}": Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.' III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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①

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

First strike, protection from
multicolored

At the beginning of your upkeep, sacrifice this creature unless you discard a card. When you discard a card this way, destroy target nonland permanent an opponent controls with mana value less than or equal to the mana value of the discarded card.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

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At the beginning of your upkeep, sacrifice this creature unless you discard a card. When you discard a card this way, destroy target nonland permanent an opponent controls with mana value less than or equal to the mana value of the discarded card.

5/5

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① BP BP

{B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

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Force of Negation (1)(U)(U) Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation (1)(U)(U) Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation (1)(U)(U) Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lodestone Golem (4) Artifact Creature -- Golem Nonartifact spells cost {1} more to cast. [sideboard] <div>5/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mindbreak Trap (2)(U)(U) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patchwork Automaton (2) Artifact Creature -- Construct Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Whenever you cast an artifact spell, put a +1/+1 counter on this creature. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patchwork Automaton (2) Artifact Creature -- Construct Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Whenever you cast an artifact spell, put a +1/+1 counter on this creature. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patchwork Automaton (2) Artifact Creature -- Construct Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Whenever you cast an artifact spell, put a +1/+1 counter on this creature. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Patchwork Automaton ② </div> <div> Artifact Creature -- Construct </div> <div> <p>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</p> <p>Whenever you cast an artifact spell, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Wurmcoil Engine ⑥ </div> <div> Artifact Creature -- Phyrexian Wurm </div> <div> <p>Deathtouch, lifelink</p> <p>When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Wurmcoil Engine ⑥ </div> <div> Artifact Creature -- Phyrexian Wurm </div> <div> <p>Deathtouch, lifelink</p> <p>When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	
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