

Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

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Black Lotus

①

Artifact

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

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Chalice of the Void

⊗ ⊗

Artifact

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.

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Crucible of Worlds

③

Artifact

You may play lands from your graveyard.

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

③

You may play lands from your graveyard.

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Land

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{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target land. Its controller may
search their library for a basic
land card, put it onto the
battlefield, then shuffle.
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⑤

Legendary Artifact Creature -- Scout

When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle.

{2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.

3/5

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3/5

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Legendary Land

At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.

[T]: Add {C}.

{4}, {T}, Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle. Activate only if you control three or more artifacts.

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Legendary Land

```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
```

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④

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.

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④

```
Nonartifact spells cost {1} more to
cast.
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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}.

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{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.

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{T}: Add **{C}{C}{C}**. Spend this mana only to cast artifact spells.

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

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<div><div><div>Mox Jet</div><div>Artifact</div><div><div><div></div></div><div>{T}: Add {B}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mox Pearl</div><div>Artifact</div><div><div><div></div></div><div>{T}: Add {W}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mox Ruby</div><div>Artifact</div><div><div><div></div></div><div>{T}: Add {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mox Sapphire</div><div>Artifact</div><div><div><div></div></div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Mystic Forge</div><div>Artifact</div><div><div><div></div></div><div>You may look at the top card of your library any time. You may cast artifact spells and colorless spells from the top of your library. {T}, Pay 1 life: Exile the top card of your library.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nettlecyst</div><div>Artifact -- Equipment</div><div><div><div></div></div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +1/+1 for each artifact and/or enchantment you control. Equip {2}</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nettlecyst</div><div>Artifact -- Equipment</div><div><div><div></div></div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +1/+1 for each artifact and/or enchantment you control. Equip {2}</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nettlecyst</div><div>Artifact -- Equipment</div><div><div><div></div></div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +1/+1 for each artifact and/or enchantment you control. Equip {2}</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

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Activated abilities of artifacts
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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.

1/1

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Spells cost {1} more to cast.

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{T}, Sacrifice this land: Destroy
target land.
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Legendary Land

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All creatures have "At the beginning
of your upkeep, destroy this
creature unless you pay {1}."
```

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②

```
Noncreature spells cost {1} more to
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```

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Legendary Land

$\{T\}$: Add $\{U\}$ for each artifact you control.

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③

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.)

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<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Vexing Bauble①</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><div>Vexing Bauble①</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><div>Vexing Bauble①</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><div>Vexing Bauble①</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>

Wasteland

Land

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{T}, Sacrifice this land: Destroy
target nonbasic land.

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Waste land

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Grafdigger's Cage ①

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sidebar]

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[sidebar]

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Mindbreak Trap (2UU)

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]

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<div><div><div>Phyrexian Metamorph</div><div><div>3</div><div>UP</div></div></div><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. [sideboard]</div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Pithing Needle</div><div><div>1</div></div></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. [sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Pithing Needle</div><div><div>1</div></div></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. [sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>The Tabernacle at Pendrell Vale</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

<div> <div>Wurmcoil Engine</div> <div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> <p>Deathtouch, lifelink 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>6/6</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Wurmcoil Engine</div> <div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> <p>Deathtouch, lifelink 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>6/6</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Wurmcoil Engine</div> <div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> <p>Deathtouch, lifelink 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>6/6</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	
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