

<div> Ancestral Recall U </div> <div> Instant </div> <div> Target player draws three cards. </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Atraxa, Grand Unifier 3GWUB </div> <div> Legendary Creature -- Phyrexian Angel </div> <div> Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Atraxa, Grand Unifier 3GWUB </div> <div> Legendary Creature -- Phyrexian Angel </div> <div> Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Atraxa, Grand Unifier 3GWUB </div> <div> Legendary Creature -- Phyrexian Angel </div> <div> Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Atraxa, Grand Unifier 3GWUB </div> <div> Legendary Creature -- Phyrexian Angel </div> <div> Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Bayou </div> <div> Land -- Swamp Forest </div> <div> ({T}: Add {B} or {G}.) </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Black Lotus 0 </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Add three mana of any one color. </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Bolas's Citadel 3BBB </div> <div> Legendary Artifact </div> <div> 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. </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div><p>{T}: Add {G}.</p><p>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.</p></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><p>{T}: Add {G}.</p><p>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.</p></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><p>Draw three cards, then put two cards from your hand on top of your library in any order.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Demonic Tutor</div><div>Sorcery</div><div><p>Search your library for a card, put that card into your hand, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Flash</div><div>Instant</div><div><p>You may put a creature card from your hand onto the battlefield. If you do, sacrifice it unless you pay its mana cost reduced by {2}.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Flusterstorm</div><div>Instant</div><div><p>Counter target instant or sorcery spell unless its controller pays {1}.</p><p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Forbidden Orchard</div><div>Land</div><div><p>{T}: Add one mana of any color. Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Forbidden Orchard</div><div>Land</div><div><p>{T}: Add one mana of any color. Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Gitaxian Probe</div><div>UP</div></div> <div>Sorcery</div> <div>{U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div></div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mana Crypt</div><div>9</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>Mental Misstep</div><div>UP</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Misty Rainforest</div></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>Misty Rainforest</div></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>Mox Emerald</div><div>9</div></div> <div>Artifact</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mox Jet</div><div>9</div></div> <div>Artifact</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Null Rod</div> <div>Artifact</div> <div>Activated abilities of artifacts can't be activated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Oath of Druids</div> <div>Enchantment</div> <div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Oath of Druids</div> <div>Enchantment</div> <div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Oath of Druids</div> <div>Enchantment</div> <div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Oath of Druids</div> <div>Enchantment</div> <div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> <div>Oko, Thief of Crowns 1GⓊ</div> <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>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Oko, Thief of Crowns 1GⓊ</div> <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>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Oko, Thief of Crowns 1GⓊ</div> <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>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Polluted Delta</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>
<div> <div>Show and Tell 2Ⓤ</div> <div> <div>Sorcery</div> <div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Show and Tell 2Ⓤ</div> <div> <div>Sorcery</div> <div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Show and Tell 2Ⓤ</div> <div> <div>Sorcery</div> <div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Show and Tell 2Ⓤ</div> <div> <div>Sorcery</div> <div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </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 PLAY botbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Time Walk</div> <div>Sorcery</div> <div>Take an extra turn after this one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Tinker</div> <div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Tropical Island</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Tropical Island</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Tropical Island</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - JustABee5 - 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 7/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>([T]): Add [U] or [B].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>([T]): Add [U] or [B].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vampiric Tutor</div><div>Instant</div><div>Search your library for a card, then shuffle and put that card on top. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</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><div>Abrupt Decay</div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Abrupt Decay</div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Energy Flux</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Vigor</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Long Goodbye</div> <div> <div>1</div> <div>B</div> </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> <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> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Nature's Claim</div> <div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target artifact or enchantment. Its controller gains 4 life.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Null Rod</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Null Rod</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> </div> </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> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Serra's Emissary</div> <div> <div>4</div> <div>W</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div> <p>Flying</p> <p>As this creature enters, choose a card type. You and creatures you control have protection from the chosen card type.</p> <p>[sideboard]</p> <div>7/7</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Serra's Emissary</div> <div> <div>4</div> <div>W</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div> <p>Flying</p> <p>As this creature enters, choose a card type. You and creatures you control have protection from the chosen card type.</p> <p>[sideboard]</p> <div>7/7</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - JustABee5 - 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 9/10 - 8 cards - 2.5 x 3.5 in each

