

<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>	<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>	<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>	<div><div>Basking Rootwalla</div><div>Creature -- Lizard</div><div>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Chalice of the Void</div><div>X</div><div>X</div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Crop Rotation</div><div>6</div></div> <div>Instant</div> <div><p>As an additional cost to cast this spell, sacrifice a land.</p><p>Search your library for a land card, put that card onto the battlefield, then shuffle.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Crucible of Worlds</div><div>3</div></div> <div>Artifact</div> <div><p>You may play lands from your graveyard.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Crucible of Worlds</div><div>3</div></div> <div>Artifact</div> <div><p>You may play lands from your graveyard.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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G

Level up {1} ({1}: Put a level counter on this. Level up only as a sorcery.)
LEVEL 3-7
4/4
Protection from instants
LEVEL 8+
6/6
Protection from everything

2/1

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⑤

This spell costs {2} less to cast for each card you've cycled or discarded this turn. Cycling {2} ({2}), Discard this card: Draw a card.)

4/4

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⑤

This spell costs {2} less to cast for each card you've cycled or discarded this turn.
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

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5

This spell costs {2} less to cast for each card you've cycled or discarded this turn.
Cycling {2} ({2}), Discard this card: Draw a card.)

4/4

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5

This spell costs {2} less to cast for each card you've cycled or discarded this turn.
Cycling {2} ({2}), Discard this card: Draw a card.)

4/4

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①

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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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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>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>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>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>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>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>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>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>Stonecoil Serpent</div> <div>Artifact Creature -- Snake</div> <div> Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Stonecoil Serpent</div> <div>Artifact Creature -- Snake</div> <div> Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Stonecoil Serpent</div> <div>Artifact Creature -- Snake</div> <div> Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Stonecoil Serpent</div> <div>Artifact Creature -- Snake</div> <div> Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. </div> <div>0/0</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>	<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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev</div> </div>

Playtest cards - Firetruck - Vintage (Vintage Challenge 32)

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Urza's Saga Enchantment Land -- Urza's Saga (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>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengevine Creature -- Elemental Haste Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengevine Creature -- Elemental Haste Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengevine Creature -- Elemental Haste Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vengevine Creature -- Elemental Haste Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

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

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Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

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Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

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Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

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Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.

[sidebar]

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Boseiju, Who Endures

Legendary Land

{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.

[sidebar]

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Boseiju, Who Endures

Legendary Land

{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.

[sidebar]

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Collector Ouphe

① ② G

Creature -- Ouphe

Activated abilities of artifacts
can't be activated.

[sideboard]

2/2

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<div> <div>Collector Ouphe</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Ouphe</div> <div> Activated abilities of artifacts can't be activated. <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Grafdigger's Cage</div> <div> <div>1</div> </div> </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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Hexdrinker</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Snake</div> <div> Level up {1} ({1}: Put a level counter on this. Level up only as a sorcery.) LEVEL 3-7 4/4 Protection from instants LEVEL 8+ 6/6 Protection from everything <div>[sideboard]</div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Hexdrinker</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Snake</div> <div> Level up {1} ({1}: Put a level counter on this. Level up only as a sorcery.) LEVEL 3-7 4/4 Protection from instants LEVEL 8+ 6/6 Protection from everything <div>[sideboard]</div> <div>2/1</div> </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> 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>[sideboard]</div> </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> 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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

G

Destroy target artifact or enchantment. Its controller gains 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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Destroy target artifact or
enchantment. Its controller gains 4
life.
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[sideboard]

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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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[sideboard]

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