

U

Target player draws three cards.

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①

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

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U

Draw three cards, then put two cards from your hand on top of your library in any order.

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6 U U

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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① W

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Flash
Flying
Artifacts and creatures entering
don't cause abilities to trigger.
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1/2

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① W

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1/2

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①②W

```
Flash
Flying
Artifacts and creatures entering
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```

1/2

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①②

Flash
When this enchantment enters, draw a card.
Creatures lose all abilities.
At the beginning of the end step, sacrifice this enchantment.

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sheet 1/10 - 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.

① ②

Flash
When this enchantment enters, draw a card.
Creatures lose all abilities.
At the beginning of the end step, sacrifice this enchantment.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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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.

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Force of Will (3)(U)(U)

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

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Force of Will (3UU)

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

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Force of Will (3)(U)(U)

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

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<div> <div>Force of Will</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Gitaxian Probe</div> <div> <div>UP</div> </div> </div> <div>Sorcery</div> <div> <p>($\{U/P\}$ can be paid with either $\{U\}$ or 2 life.) Look at target player's hand. Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Karakas</div> </div> <div>Legendary Land</div> <div> <p>$\{T\}$: Add $\{W\}$. $\{T\}$: Return target legendary creature to its owner's hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lavinia, Azorius Renegade</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Legendary Creature -- Human Soldier</div> <div> <p>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls. Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div>Lórien Revealed (3UU)</div> <div>Sorcery</div> <div>Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lotus Petal (0)</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lurrus of the Dream-Den (1W/BW/B)</div> <div>Legendary Creature -- Cat Nightmare</div> <div>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Manifold Key (1)</div> <div>Artifact</div> <div>{1}, {T}: Untap another target artifact. {3}, {T}: Target creature can't be blocked this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Mental Misstep (UP)</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 PLAY botbox.dev</div>	<div>Mox Pearl (0)</div> <div>Artifact</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mox Sapphire (0)</div> <div>Artifact</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Nulldrifter (7)</div> <div>Creature -- Eldrazi Elemental</div> <div>When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div> Nulldrifter <div>7</div> </div> <div> Creature -- Eldrazi Elemental </div> <div> <p>When you cast this spell, draw two cards.</p> <p>Flying</p> <p>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)</p> <p>Evoked {2}{U} (You may cast this spell for its evoked cost. If you do, it's sacrificed when it enters.)</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Nulldrifter <div>7</div> </div> <div> Creature -- Eldrazi Elemental </div> <div> <p>When you cast this spell, draw two cards.</p> <p>Flying</p> <p>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)</p> <p>Evoked {2}{U} (You may cast this spell for its evoked cost. If you do, it's sacrificed when it enters.)</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Phyrexian Dreadnought <div>1</div> </div> <div> Artifact Creature -- Phyrexian Dreadnought </div> <div> <p>Trample</p> <p>When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.</p> </div> <div> <div>12/12</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Sensei's Divining Top <div>1</div> </div> <div> Artifact </div> <div> <p>{1}: Look at the top three cards of your library, then put them back in any order.</p> <p>{T}: Draw a card, then put this artifact on top of its owner's library.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Sevinne's Reclamation <div>2W</div> </div> <div> Sorcery </div> <div> <p>Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy.</p> <p>Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Snow-Covered Island </div> <div> Basic Snow Land -- Island </div> <div> <p>{T}: Add {U}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Sol Ring <div>1</div> </div> <div> Artifact </div> <div> <p>{T}: Add {C}{C}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Spell Pierce <div>U</div> </div> <div> Instant </div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div>Strip Mine</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Destroy target land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swords to Plowshares</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swords to Plowshares</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Teferi, Time Raveler</div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Time Vault</div> <div>Artifact</div> <div>This artifact enters tapped. This artifact doesn't untap during your untap step. If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact. {T}: Take an extra turn after this one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Time Walk</div> <div>Sorcery</div> <div>Take an extra turn after this one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev</div>	<div>Tundra</div> <div>Land -- Plains Island</div> <div>{T}: Add {W} or {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<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>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>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>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>Balance<div>1W</div></div><div>Sorcery</div><div>Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Containment Priest<div>1W</div></div><div>Creature -- Human Cleric</div><div>Flash If a nontoken creature would enter and it wasn't cast, exile it instead.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Containment Priest<div>1W</div></div><div>Creature -- Human Cleric</div><div>Flash If a nontoken creature would enter and it wasn't cast, exile it instead.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Containment Priest<div>1W</div></div><div>Creature -- Human Cleric</div><div>Flash If a nontoken creature would enter and it wasn't cast, exile it instead.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Energy Flux (2)(U) <hr/> Enchantment <hr/> All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}." [sideboard]	Flusterstorm (U) <hr/> Instant <hr/> Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard]	Force of Negation (1)(U)(U) <hr/> Instant <hr/> 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]	Grafdigger's Cage (1) <hr/> Artifact <hr/> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard]
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Null Rod (2) <hr/> Artifact <hr/> Activated abilities of artifacts can't be activated. [sideboard]	Pithing Needle (1) <hr/> Artifact <hr/> 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]	Prismatic Ending (X)(W) <hr/> Sorcery <hr/> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. [sideboard]	Soul-Guide Lantern (1) <hr/> Artifact <hr/> When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard]
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Playtest cards - keiesu - 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

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Exile target creature. Its controller gains life equal to its power.

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W

Exile target creature. Its controller gains life equal to its power.

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

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