

<div><div><div>Ancestral Recall</div><div>Instant</div><div>Target player draws three cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Coveted Jewel ⑥ <hr/> Artifact <hr/> <p>When this artifact enters, draw three cards. {T}: Add three mana of any one color. Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.</p>	Coveted Jewel ⑥ <hr/> Artifact <hr/> <p>When this artifact enters, draw three cards. {T}: Add three mana of any one color. Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.</p>	Force of Will ③④⑤ <hr/> Instant <hr/> <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>	Force of Will ③④⑤ <hr/> Instant <hr/> <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>
Force of Will ③④⑤ <hr/> Instant <hr/> <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>	Force of Will ③④⑤ <hr/> Instant <hr/> <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>	Grim Monolith ② <hr/> Artifact <hr/> <p>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.</p>	Grim Monolith ② <hr/> Artifact <hr/> <p>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.</p>
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<div><div>Grim Monolith②</div><div>Artifact</div><div><p>This artifact doesn't untap during your untap step.</p><p>{T}: Add {C}{C}{C}.</p><p>{4}: Untap this artifact.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Grim Monolith②</div><div>Artifact</div><div><p>This artifact doesn't untap during your untap step.</p><p>{T}: Add {C}{C}{C}.</p><p>{4}: Untap this artifact.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div><p>{T}: Add {U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Karn, the Great Creator④</div><div>Legendary Planeswalker -- Karn</div><div><p>Activated abilities of artifacts your opponents control can't be activated.</p><p>[+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.</p><p>[-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.</p></div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mana Crypt⑥</div><div>Artifact</div><div><p>At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.</p><p>{T}: Add {C}{C}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mana Vault①</div><div>Artifact</div><div><p>This artifact doesn't untap during your untap step.</p><p>At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.</p><p>At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.</p><p>{T}: Add {C}{C}{C}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Manifold Key①</div><div>Artifact</div><div><p>{1}, {T}: Untap another target artifact.</p><p>{3}, {T}: Target creature can't be blocked this turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mishra's Workshop</div><div>Land</div><div><p>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</p></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>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 Opal</div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</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>Paradoxical Outcome</div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Paradoxical Outcome</div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Paradoxical Outcome</div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Paradoxical Outcome</div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</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><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><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><div>Phyrexian Metamorph<div><div>3</div><div>UP</div></div></div><div>Artifact Creature -- Phyrexian Shapeshifter</div><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><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sensei's Divining Top<div>1</div></div><div>Artifact</div><div><div>{1}: Look at the top three cards of your library, then put them back in any order. {T}: Draw a card, then put this artifact on top of its owner's library.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sink into Stupor<div><div>1</div><div>U</div><div>U</div></div></div><div>Instant</div><div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div></div><div><div>----- BACK FACE -----</div></div><div><div>Soporific Springs</div><div>Land</div><div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Sink into Stupor<div><div>1</div><div>U</div><div>U</div></div></div><div>Instant</div><div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div></div><div><div>----- BACK FACE -----</div></div><div><div>Soporific Springs</div><div>Land</div><div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div>Sol Ring<div>1</div></div><div>Artifact</div><div><div>{T}: Add {C}{C}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The One Ring<div>4</div></div><div>Legendary Artifact</div><div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The One Ring<div>4</div></div><div>Legendary Artifact</div><div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The One Ring<div>4</div></div><div>Legendary Artifact</div><div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Time Vault</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>This artifact enters tapped. This artifact doesn't untap during your untap step.</div> <div>If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact.</div> <div>{T}: Take an extra turn after this one.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Time Walk</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Take an extra turn after this one.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tinker</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Tolarian Academy</div> </div> <div> <div>Legendary Land</div> <div> <div>{T}: Add {U} for each artifact you control.</div> </div> </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> <div>Artifact</div> <div> <div>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.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Urza's Saga</div> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>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.'"</div> <div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Urza's Saga</div> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>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.'"</div> <div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - SatoruGojo - 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>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>Argentum Masticore5</div><div>Artifact Creature -- Phyrexian Masticore</div><div>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. [sideboard]</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Argentum Masticore5</div><div>Artifact Creature -- Phyrexian Masticore</div><div>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. [sideboard]</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Defense Grid2</div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Defense Grid2</div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Pithing Needle</div> <div>1</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. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Wurmcoil Engine</div> <div>6</div> </div> <div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Wurmcoil Engine</div> <div>6</div> </div> <div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	
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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.

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