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| <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>Bayou</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Black Lotus</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add three mana of any one color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        |

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| <b>Dauthi Voidwalker</b> <span>(B)(B)</span><br>Creature -- Dauthi Rogue<br>Shadow (This creature can block or be blocked by only creatures with shadow.)<br>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dauthi Voidwalker</b> <span>(B)(B)</span><br>Creature -- Dauthi Rogue<br>Shadow (This creature can block or be blocked by only creatures with shadow.)<br>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dauthi Voidwalker</b> <span>(B)(B)</span><br>Creature -- Dauthi Rogue<br>Shadow (This creature can block or be blocked by only creatures with shadow.)<br>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dauthi Voidwalker</b> <span>(B)(B)</span><br>Creature -- Dauthi Rogue<br>Shadow (This creature can block or be blocked by only creatures with shadow.)<br>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Deathrite Shaman</b> <span>(B/G)</span><br>Creature -- Elf Shaman<br>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             | <b>Deathrite Shaman</b> <span>(B/G)</span><br>Creature -- Elf Shaman<br>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             | <b>Deathrite Shaman</b> <span>(B/G)</span><br>Creature -- Elf Shaman<br>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             | <b>Deathrite Shaman</b> <span>(B/G)</span><br>Creature -- Elf Shaman<br>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             |

1 B

Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Destroy target creature if it has mana value 2 or less.

Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Destroy target creature if it has mana value 2 or less.

Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Menace  
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.  
Evoke--Exile a black card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Menace  
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.  
Evoked--Exile a black card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

**Menace**  
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

**Evoke--**Exile a black card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

**Menace**  
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

**Evoked--Exile** a black card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 0

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Mai, Scornful Striker</b> ①B<br>Legendary Creature -- Human Noble Ally<br>First strike<br>Whenever a player casts a noncreature spell, they lose 2 life.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mai, Scornful Striker</b> ①B<br>Legendary Creature -- Human Noble Ally<br>First strike<br>Whenever a player casts a noncreature spell, they lose 2 life.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mai, Scornful Striker</b> ①B<br>Legendary Creature -- Human Noble Ally<br>First strike<br>Whenever a player casts a noncreature spell, they lose 2 life.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mai, Scornful Striker</b> ①B<br>Legendary Creature -- Human Noble Ally<br>First strike<br>Whenever a player casts a noncreature spell, they lose 2 life.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Marsh Flats</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Mental Misstep</b> UP<br>Instant<br>({U/P} can be paid with either {U} or 2 life.)<br>Counter target spell with mana value 1.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   | <b>Mox Emerald</b> ⑥<br>Artifact<br>{T}: Add {G}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  | <b>Mox Jet</b> ⑥<br>Artifact<br>{T}: Add {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                      |

Playtest cards - kanister - 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 4/10 - 8 cards - 2.5 x 3.5 in each

## 0

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Activated abilities of artifacts  
can't be activated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Reanimate</div><div>B</div></div> <div>Sorcery</div> <div>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Reanimate</div><div>B</div></div> <div>Sorcery</div> <div>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sheoldred, the Apocalypse</div><div>2BB</div></div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sheoldred, the Apocalypse</div><div>2BB</div></div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Strip Mine</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       | <div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         | <div><div>Timetwister</div><div>2U</div></div> <div>Sorcery</div> <div>Each player shuffles their hand and graveyard into their library, then draws seven cards. (Then put Timetwister into its owner's graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     |

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| <div> <div>Time Walk</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div>Take an extra turn after this one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Troll of Khazad-dûm</div> <div> <div>5</div> <div>B</div> </div> </div> <div>Creature -- Troll</div> <div>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Troll of Khazad-dûm</div> <div> <div>5</div> <div>B</div> </div> </div> <div>Creature -- Troll</div> <div>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Undercity Sewers</div> </div> <div>Land -- Island Swamp</div> <div>           ({T}: Add {U} or {B}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1.<br/>           (Look at the top card of your library. You may put it into your graveyard.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Underground Sea</div> </div> <div>Land -- Island Swamp</div> <div>           ({T}: Add {U} or {B}.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div> <div>Underground Sea</div> </div> <div>Land -- Island Swamp</div> <div>           ({T}: Add {U} or {B}.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                | <div> <div>Verdant Catacombs</div> </div> <div>Land</div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                    | <div> <div>Vexing Bauble</div> <div>1</div> </div> <div>Artifact</div> <div>           Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>           {1}, {T}, Sacrifice this artifact: Draw a card.         </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}.<br/>{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}.<br/>{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}.<br/>{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}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               |
| <div><div>Barrowgoyf</div><div>2B</div><div>Creature -- Lhurgoyf</div><div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div><div>[sideboard]</div><div>*/1+*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dismember</div><div>1BPBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dismember</div><div>1BPBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void</div><div>2BBB</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Long Goodbye (1)(B)</div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.)<br/>Destroy target creature or planeswalker with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Long Goodbye (1)(B)</div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.)<br/>Destroy target creature or planeswalker with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Mindbreak Trap (2)(U)(U)</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.<br/>Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Null Rod (2)</div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Null Rod (2)</div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             |

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| <div> <div>Null Rod</div> <div>2</div> </div> <div>Artifact</div> <div> Activated abilities of artifacts can't be activated. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stillmoon Cavalier</div> <div>1 W/B W/B</div> </div> <div>Creature -- Zombie Knight</div> <div> Protection from white and from black {W/B}: This creature gains flying until end of turn.<br/> {W/B}: This creature gains first strike until end of turn.<br/> {W/B}{W/B}: This creature gets +1/+0 until end of turn. </div> <div>[sideboard]</div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stillmoon Cavalier</div> <div>1 W/B W/B</div> </div> <div>Creature -- Zombie Knight</div> <div> Protection from white and from black {W/B}: This creature gains flying until end of turn.<br/> {W/B}: This creature gains first strike until end of turn.<br/> {W/B}{W/B}: This creature gets +1/+0 until end of turn. </div> <div>[sideboard]</div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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