

Ancestral Recall

U

Instant

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Black Lotus

①

Artifact

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

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Bolas's Citadel

3 B B B

Legendary Artifact

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.

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Demonic Tutor

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Sorcery

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

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Flooded Strand

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

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Will

③ ④ ⑤

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UP

{U/P} can be paid with either {U}
or 2 life.)
Look at target player's hand.
Draw a card.

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U

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

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Basic Land -- Island

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

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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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This artifact doesn't untap during your untap step.

At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.

At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.

{T}: Add {C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{1}, {T}: Untap another target artifact.  
{3}, {T}: Target creature can't be blocked this turn.
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Mental Misstep  Instant ({U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1.	Mindbreak Trap  Instant -- Trap 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.	Mindbreak Trap  Instant -- Trap 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.	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.
Mox Emerald  Artifact {T}: Add {G}.	Mox Jet  Artifact {T}: Add {B}.	Mox Pearl  Artifact {T}: Add {W}.	Mox Ruby  Artifact {T}: Add {R}.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Sapphire Artifact {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Tutor Instant Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {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	Polluted Delta Land {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
Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sensei's Divining Top Artifact {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sink into Stupor Instant Return target spell or nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sink into Stupor Instant Return target spell or nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Look at the top five 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever an artifact you control enters, put a loyalty counter on Tezzeret.

[0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it.

[-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

[-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 4

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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.

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sheet 5/10 - 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.

The One Ring 4 Legendary Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The One Ring 4 Legendary Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thundertrap Trainer 1 U Creature -- Otter Wizard Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundertrap Trainer 1 U Creature -- Otter Wizard Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundertrap Trainer 1 U Creature -- Otter Wizard Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundertrap Trainer 1 U Creature -- Otter Wizard Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TrueHero - 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 6/10 - 8 cards - 2.5 x 3.5 in each

Time Vault 2 Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Time Walk 1U Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinker 2U Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tolarian Academy Legendary Land {T}: Add {U} for each artifact you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tundra Land -- Plains Island {T}: Add {W} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tundra Land -- Plains Island {T}: Add {W} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Sea Land -- Island Swamp {T}: Add {U} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea Land -- Island Swamp {T}: Add {U} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground Sea Land -- Island Swamp {T}: Add {U} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampiric Tutor Instant Search your library for a card, then shuffle and put that card on top. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismember Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole (W) Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portal to Phyrexia (9) Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx of the Steel Wind (5)(W)(U)(B) Artifact Creature -- Sphinx Flying, first strike, vigilance, lifelink, protection from red and from green [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Legendary Land

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

[sideboard]

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① W

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev