

## Ancestral Recall

U

Instant

Target player draws three cards.

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## Black Lotus

①

Artifact

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

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## Brain Freeze

① ②

Instant

Target player mills three cards. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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## Brainstorm

U

Instant

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

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## Demonic Tutor

① ②

## Sorcery

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

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## Dress Down

① ②

## Enchantment

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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## Dress Down

① ② U

## Enchantment

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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## Dress Down

① ② U

## Enchantment

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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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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U

Instant

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.)

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U

Instant

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.)

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## Force of Negation (1UU)

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 (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** (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>3UU</div></div></div> <div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div></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><div>Sorcery</div><div>(<math>\{U/P\}</math> can be paid with either <math>\{U\}</math> or 2 life.)<br/>Look at target player's hand.<br/>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>(<math>\{T\}</math>: Add <math>\{U\}</math>.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                | <div><div>Lórien Revealed</div><div><div>3UU</div></div></div> <div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling <math>\{1\}</math> (<math>\{1\}</math>, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Lórien Revealed</div><div><div>3UU</div></div></div> <div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling <math>\{1\}</math> (<math>\{1\}</math>, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Lórien Revealed</div><div><div>3UU</div></div></div> <div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling <math>\{1\}</math> (<math>\{1\}</math>, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Lórien Revealed</div><div><div>3UU</div></div></div> <div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling <math>\{1\}</math> (<math>\{1\}</math>, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mana Crypt</div><div><div>0</div></div></div> <div><div>Artifact</div><div>At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.<br/><math>\{T\}</math>: Add <math>\{C\}\{C\}</math>.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                 |

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| <div><div>Mana Vault</div><div>1</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 Key</div><div>1</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>Mental Misstep</div><div>UP</div><div>Instant</div><div><p>{U/P} can be paid with either {U} or 2 life.)</p><p>Counter target spell with mana value 1.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Merchant Scroll</div><div>1U</div><div>Sorcery</div><div><p>Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |
| <div><div>Mishra's Bauble</div><div>0</div><div>Artifact</div><div><p>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div>Mox Emerald</div><div>0</div><div>Artifact</div><div><p>{T}: Add {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Mox Jet</div><div>0</div><div>Artifact</div><div><p>{T}: Add {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Mox Opal</div><div>0</div><div>Legendary Artifact</div><div><p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                   | <div><div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                    | <div><div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                              |

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| <div><div>Repeal</div><div><div>X</div><div>U</div></div></div> <div><div>Instant</div><div>Return target nonland permanent with mana value X to its owner's hand. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                         | <div><div>Repeal</div><div><div>X</div><div>U</div></div></div> <div><div>Instant</div><div>Return target nonland permanent with mana value X to its owner's hand. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                        | <div><div>Sensei's Divining Top</div><div>1</div></div> <div><div>Artifact</div><div>{1}: Look at the top three cards of your library, then put them back in any order.<br/>{T}: Draw a card, then put this artifact on top of its owner's library.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sol Ring</div><div>1</div></div> <div><div>Artifact</div><div>{T}: Add {C}{C}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                              |
| <div><div>Soul-Guide Lantern</div><div>1</div></div> <div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Time Vault</div><div>2</div></div> <div><div>Artifact</div><div>This artifact enters tapped. This artifact doesn't untap during your untap step.<br/>If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact.<br/>{T}: Take an extra turn after this one.</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>Take an extra turn after this one.</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>{T}: Add {U} for each artifact you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Underworld Breach1R</div><div>Enchantment</div><div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)<br/>At the beginning of the end step, sacrifice this enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div>Underworld Breach1R</div><div>Enchantment</div><div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)<br/>At the beginning of the end step, sacrifice this enchantment.</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.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>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.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>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.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>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.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>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> |

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| <div><div><div>Vampiric Tutor</div><div>B</div></div><div><div>Instant</div><div>Search your library for a card, then shuffle and put that card on top. You lose 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                     | <div><div><div>Volcanic Island</div></div><div><div>Land -- Island Mountain</div><div>( {T} ): Add {U} or {R} . )</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                            | <div><div><div>Volcanic Island</div></div><div><div>Land -- Island Mountain</div><div>( {T} ): Add {U} or {R} . )</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                          | <div><div><div>Volcanic Island</div></div><div><div>Land -- Island Mountain</div><div>( {T} ): Add {U} or {R} . )</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                           |
| <div><div><div>Abrade</div><div>1R</div></div><div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Abrade</div><div>1R</div></div><div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Alpine Moon</div><div>R</div></div><div><div>Enchantment</div><div>As this enchantment enters, choose a nonbasic land card name. Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Annul</div><div>U</div></div><div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <b>Force of Negation</b> <span>1UU</span> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Lightning Bolt</b> <span>R</span> </div> <div>Instant</div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                | <div> <b>Lurrus of the Dream-Den</b> <span>1W/BW/B</span> </div> <div>Legendary Creature -- Cat Nightmare</div> <div> <p>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.)</p> <p>Lifelink</p> <p>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Mindbreak Trap</b> <span>2UU</span> </div> <div>Instant -- Trap</div> <div> <p>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.</p> <p>Exile any number of target spells.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                  |
| <div> <b>Pithing Needle</b> <span>1</span> </div> <div>Artifact</div> <div> <p>As this artifact enters, choose a card name.</p> <p>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                     | <div> <b>Red Elemental Blast</b> <span>R</span> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target blue spell.</li> <li>* Destroy target blue permanent.</li> </ul> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Red Elemental Blast</b> <span>R</span> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target blue spell.</li> <li>* Destroy target blue permanent.</li> </ul> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                        | <div> <b>Soul-Guide Lantern</b> <span>1</span> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div><div>Soul-Guide Lantern1</div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steel SabotageU</div><div>Instant</div><div>Choose one --<br/>* Counter target artifact spell.<br/>* Return target artifact to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steel SabotageU</div><div>Instant</div><div>Choose one --<br/>* Counter target artifact spell.<br/>* Return target artifact to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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Playtest cards - ARCl1 - 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 10/10 - 3 cards - 2.5 x 3.5 in each