

## Ancestral Recall



Instant

Target player draws three cards.

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## Black Lotus



Artifact

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

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## Chain of Vapor



Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

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## Demonic Tutor

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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## 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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## Flusterstorm



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 Will

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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## Playtest cards - Aaa258 - Vintage (Vintage League)

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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</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>Force of Will</div><div><div>3</div><div>U</div><div>U</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>Force of Will</div><div><div>3</div><div>U</div><div>U</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>{U/P} can be paid with either {U} 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>{T}: Add {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                      | <div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, 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>3</div><div>U</div><div>U</div></div></div> <div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, 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/>{T}: Add {C}{C}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <b>Mana Vault</b> ①<br><hr/> Artifact<br><hr/> <p>This artifact doesn't untap during your untap step.<br/> At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.<br/> At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.<br/> {T}: Add {C}{C}{C}.</p> | <b>Manifold Key</b> ①<br><hr/> Artifact<br><hr/> <p>{1}, {T}: Untap another target artifact.<br/> {3}, {T}: Target creature can't be blocked this turn.</p> | <b>Mental Misstep</b> ①UP<br><hr/> Instant<br><hr/> <p>({U/P} can be paid with either {U} or 2 life.)<br/> Counter target spell with mana value 1.</p> | <b>Merchant Scroll</b> ①U<br><hr/> Sorcery<br><hr/> <p>Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.</p>    |
| 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                                                                                                                |
| <b>Meticulous Archive</b><br><hr/> Land -- Plains Island<br><hr/> <p>({T}: Add {W} or {U}.)<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.)</p>                                                                    | <b>Mox Emerald</b> ⑥<br><hr/> Artifact<br><hr/> <p>{T}: Add {G}.</p>                                                                                        | <b>Mox Jet</b> ⑥<br><hr/> Artifact<br><hr/> <p>{T}: Add {B}.</p>                                                                                       | <b>Mox Opal</b> ⑥<br><hr/> Legendary Artifact<br><hr/> <p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p> |
| 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                                                                                                                |

## 0

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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①

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

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

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## 0

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

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①

{T}, Sacrifice this artifact: Exile target player's graveyard.  
When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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① ② W

Magical Linkering -- {W}, {T},  
Sacrifice an artifact: Search your  
library for an artifact card with  
mana value equal to 1 plus the  
sacrificed artifact's mana value,  
put it onto the battlefield, then  
shuffle. Activate only as a sorcery.

2/2

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③ ④

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.

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③ ④

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.

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sheet 4/10 - 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.

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| <div><div>Paradoxical Outcome</div><div>3U</div></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>Paradoxical Outcome</div><div>3U</div></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>Polluted Delta</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Polluted Delta</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                |
| <div><div>Portable Hole</div><div>W</div></div> <div>Artifact</div> <div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div><div>Pyroblast</div><div>R</div></div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                               | <div><div>Scalding Tarn</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sink into Stupor</div><div>1UU</div></div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>----- BACK FACE -----</div> <div><div>Soporific Springs</div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Snapcaster Mage</b> (1)(U)<br>Creature -- Human Wizard<br>Flash<br>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)<br><div>2/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sol Ring</b> (1)<br>Artifact<br>{T}: Add {C}{C}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                      | <b>Stock Up</b> (2)(U)<br>Sorcery<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stock Up</b> (2)(U)<br>Sorcery<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                    |
| <b>Stock Up</b> (2)(U)<br>Sorcery<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                 | <b>Stock Up</b> (2)(U)<br>Sorcery<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Swords to Plowshares</b> (W)<br>Instant<br>Exile target creature. Its controller gains life equal to its power.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                       | <b>Thundertrap Trainer</b> (1)(U)<br>Creature -- Otter Wizard<br>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.)<br>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.<br><div>1/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Thundertrap Trainer</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Otter Wizard</div> <div> <p>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.)</p> <p>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.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Thundertrap Trainer</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Otter Wizard</div> <div> <p>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.)</p> <p>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.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Time Vault</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>This artifact enters tapped. This artifact doesn't untap during your untap step.</p> <p>If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact.</p> <p>{T}: Take an extra turn after this one.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Time Walk</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Take an extra turn after this one.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Tolarian Academy</div> </div> <div>Legendary Land</div> <div> <p>{T}: Add {U} for each artifact you control.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Tundra</div> </div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Tundra</div> </div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                               | <div> <div>Underground Sea</div> </div> <div>Land -- Island Swamp</div> <div> <p>{T}: Add {U} or {B}.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  |

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| <div> <b>Urza's Saga</b> </div> <div> Enchantment Land -- Urza's Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>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.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Vexing Bauble</b> </div> <div> Artifact </div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                    | <div> <b>Volcanic Island</b> </div> <div> Land -- Island Mountain </div> <div> <p>{T}: Add {U} or {R}.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                 | <div> <b>Yawgmoth's Will</b> </div> <div> Sorcery </div> <div> <p>Until end of turn, you may play lands and cast spells from your graveyard.</p> <p>If a card would be put into your graveyard from anywhere this turn, exile that card instead.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Containment Priest</b> </div> <div> Creature -- Human Cleric </div> <div> <p>Flash</p> <p>If a nontoken creature would enter and it wasn't cast, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                         | <div> <b>Force of Negation</b> </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>Grafdigger's Cage</b> </div> <div> Artifact </div> <div> <p>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Hurkyl's Recall</b> </div> <div> Instant </div> <div> <p>Return all artifacts target player owns to their hand.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                      |



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| <div> <b>Lurrus of the Dream-Den</b> <span>1</span> <span>W/B</span> <span>W/B</span> </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.)<br/>           Lifelink<br/>           Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.         </div> <div>           [sideboard]         </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Mindbreak Trap</b> <span>2</span> <span>U</span> <span>U</span> </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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Pithing Needle</b> <span>1</span> </div> <div>           Artifact         </div> <div>           As this artifact enters, choose a card name.<br/>           Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                               | <div> <b>Portable Hole</b> <span>W</span> </div> <div>           Artifact         </div> <div>           When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Pyroblast</b> <span>R</span> </div> <div>           Instant         </div> <div>           Choose one --<br/>           * Counter target spell if it's blue.<br/>           * Destroy target permanent if it's blue.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                               | <div> <b>Seal of Cleansing</b> <span>1</span> <span>W</span> </div> <div>           Enchantment         </div> <div>           Sacrifice this enchantment: Destroy target artifact or enchantment.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                           | <div> <b>Soul-Guide Lantern</b> <span>1</span> </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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Steel Sabotage</b> <span>U</span> </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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                           |

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| <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Tabernacle at Pendrell Vale</div><div>Legendary Land</div><div>All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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