

## 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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## Brainstorm



Instant

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

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## Daze

Instant

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You may return an Island you control
to its owner's hand rather than pay
this spell's mana cost.
Counter target spell unless its
controller pays {1}.
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## Daze

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.

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## Daze

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.

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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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## Dig Through Time

Instant

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Look at the top seven 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 cards - Dr. Jon Osterman - 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 1/10 - 8 cards - 2.5 x 3.5 in each

## 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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## 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 Negation**      ①⓪⓪

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 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**      (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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## 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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| <div> <div>Force of Will</div> <div> <div>3</div> <div>U</div> <div>U</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. Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                 | <div> <div>Gush</div> <div> <div>4</div> <div>U</div> </div> </div> <div>Instant</div> <div>You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                        | <div> <div>Karakas</div> </div> <div>Legendary Land</div> <div>{T}: Add {W}.</div> <div>{T}: Return target legendary creature to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          | <div> <div>Lavinia, Azorius Renegade</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Legendary Creature -- Human Soldier</div> <div>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls. Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Lavinia, Azorius Renegade</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Legendary Creature -- Human Soldier</div> <div>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls. Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Lavinia, Azorius Renegade</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Legendary Creature -- Human Soldier</div> <div>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls. Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Mental Misstep</div> <div> <div>U</div> <div>P</div> </div> </div> <div>Instant</div> <div>{U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Mishra's Bauble</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       |

Playtest cards - Dr. Jon Osterman - 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 3/10 - 8 cards - 2.5 x 3.5 in each

## 0

{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.

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①

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

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©

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

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① ②

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.

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① ② 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.

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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> <b>Orcish Bowmasters</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Orc Archer         </div> <div>           Flash<br/>           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.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                    | <div> <b>Polluted Delta</b> </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>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                              | <div> <b>Polluted Delta</b> </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>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                              | <div> <b>Polluted Delta</b> </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>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                              |
| <div> <b>Psychic Frog</b> <div> <div>U</div> <div>B</div> </div> </div> <div>           Creature -- Frog         </div> <div>           Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>           Discard a card: Put a +1/+1 counter on this creature.<br/>           Exile three cards from your graveyard: This creature gains flying until end of turn.         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Psychic Frog</b> <div> <div>U</div> <div>B</div> </div> </div> <div>           Creature -- Frog         </div> <div>           Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>           Discard a card: Put a +1/+1 counter on this creature.<br/>           Exile three cards from your graveyard: This creature gains flying until end of turn.         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Psychic Frog</b> <div> <div>U</div> <div>B</div> </div> </div> <div>           Creature -- Frog         </div> <div>           Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>           Discard a card: Put a +1/+1 counter on this creature.<br/>           Exile three cards from your graveyard: This creature gains flying until end of turn.         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Psychic Frog</b> <div> <div>U</div> <div>B</div> </div> </div> <div>           Creature -- Frog         </div> <div>           Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>           Discard a card: Put a +1/+1 counter on this creature.<br/>           Exile three cards from your graveyard: This creature gains flying until end of turn.         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div><div>Strip Mine</div><div>Land</div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target land.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          |
| <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Timetwister</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Time Walk</div><div>Sorcery</div><div>Take an extra turn after this one.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div><div>Treasure Cruise</div><div>Sorcery</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</div><div>Draw three cards.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Tundra</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div>Tundra</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</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>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>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>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>Vampiric Tutor</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         |
| <div><div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grafdigger's Cage</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grafdigger's Cage</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

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Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

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① ②

Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.)

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.)  
Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

2/1

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1 B

Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.)

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

2/1

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1 B

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

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① ②

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

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① (W/B) (W/B)

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.)

Lifelink

Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.

3/2

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| <div> <div>Steel Sabotage</div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target artifact spell.</li> <li>* Return target artifact to its owner's hand.</li> </ul> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Steel Sabotage</div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target artifact spell.</li> <li>* Return target artifact to its owner's hand.</li> </ul> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The Tabernacle at Pendrell Vale</div> <div> <div>Legendary Land</div> <div> All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}." <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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