

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Black Lotus0 Artifact {T}, Sacrifice this artifact: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid2 Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid2 Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid2 Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Defense Grid Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Monolith Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Monolith Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Monolith Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Grindstone Artifact {3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Crypt Artifact 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Vault Artifact 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 PLAYbotbox.dev	Manifold Key Artifact {1}, {T}: Untap another target artifact. {3}, {T}: Target creature can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mishra's Workshop Land {T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Workshop Land {T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Workshop Land {T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Workshop Land {T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mox Jet Artifact {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Pearl Artifact {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Ruby Artifact {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Sapphire Artifact {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Painter's Servant ② Artifact Creature -- Scarecrow As this creature enters, choose a color. All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Painter's Servant ② Artifact Creature -- Scarecrow As this creature enters, choose a color. All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Painter's Servant ② Artifact Creature -- Scarecrow As this creature enters, choose a color. All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Painter's Servant ② Artifact Creature -- Scarecrow As this creature enters, choose a color. All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Relic of Sauron ④ Artifact {T}: Add two mana in any combination of {U}, {B}, and/or {R}. {3}, {T}: Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Sauron ④ Artifact {T}: Add two mana in any combination of {U}, {B}, and/or {R}. {3}, {T}: Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Sauron ④ Artifact {T}: Add two mana in any combination of {U}, {B}, and/or {R}. {3}, {T}: Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Sauron ④ Artifact {T}: Add two mana in any combination of {U}, {B}, and/or {R}. {3}, {T}: Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - adm29 - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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$$\{T\}: \text{Add } \{C\}\{C\}.$$

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②

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.

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②③

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.

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Legendary Land

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{T}: Add {U} for each artifact you control.
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UU

Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U U

Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.

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(U) (U)

Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.

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Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.

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$\{1\}, \{T\}$: Untap target artifact.

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$\{1\}, \{T\}$: Untap target artifact.

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$\{1\}, \{T\}$: Untap target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑨

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑨

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑨

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.

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Flying
As this creature enters, choose a card type.
You and creatures you control have protection from the chosen card type.

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7/7

Serra's Emissary (4WWW) Creature -- Angel Flying As this creature enters, choose a card type. You and creatures you control have protection from the chosen card type. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra's Emissary (4WWW) Creature -- Angel Flying As this creature enters, choose a card type. You and creatures you control have protection from the chosen card type. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra's Emissary (4WWW) Creature -- Angel Flying As this creature enters, choose a card type. You and creatures you control have protection from the chosen card type. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Show and Tell (2U) Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Show and Tell (2U) Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Show and Tell (2U) Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Show and Tell (2U) Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sphinx of the Steel Wind (5WUB) Artifact Creature -- Sphinx Flying, first strike, vigilance, lifelink, protection from red and from green [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	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	
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