

①

Whenever a permanent you control enters tapped, untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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① ②

Activated abilities of artifacts
can't be activated.

2/2

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<div><div><div>Elvish Spirit Guide</div><div>②⑥</div></div><div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Elvish Spirit Guide</div><div>②⑥</div></div><div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Elvish Spirit Guide</div><div>②⑥</div></div><div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Elvish Spirit Guide</div><div>②⑥</div></div><div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Expedition Map</div><div>①</div></div><div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Fastbond</div><div>⑥</div></div><div><div>Enchantment</div><div>You may play any number of lands on each of your turns. Whenever you play a land, if it wasn't the first land you played this turn, this enchantment deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Fastbond</div><div>⑥</div></div><div><div>Enchantment</div><div>You may play any number of lands on each of your turns. Whenever you play a land, if it wasn't the first land you played this turn, this enchantment deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Fastbond</div><div>⑥</div></div><div><div>Enchantment</div><div>You may play any number of lands on each of your turns. Whenever you play a land, if it wasn't the first land you played this turn, this enchantment deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

Fastbond



Enchantment

You may play any number of lands on each of your turns. Whenever you play a land, if it wasn't the first land you played this turn, this enchantment deals 1 damage to you.

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Field of Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land:
Destroy target nonbasic land an
opponent controls. Each player
searches their library for a basic
land card, puts it onto the
battlefield, then shuffles.

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Forest

Basic Land -- Forest

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

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Basic Land -- Forest

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Playtest cards - MisterAsiago - Vintage (Vintage Challenge 32)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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

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Cumulative upkeep--Pay 2 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

When this land enters, sacrifice a land.

Creatures you control can't attack.

Prevent all damage that would be dealt to you.

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This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {R}{G}.

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Activated abilities of artifacts your opponents control can't be activated.

[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.

[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

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({U/P} can be paid with either {U}
 or 2 life.)
 Counter target spell with mana value
 1.

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<p>Minsc & Boo, Timeless Heroes ②③⑥</p> <p>Legendary Planeswalker -- Minsc</p> <p>When Minsc & Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste.</p> <p>[+1]: Put three +1/+1 counters on up to one target creature with trample or haste.</p> <p>[-2]: Sacrifice a creature. When you do, Minsc & Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards.</p> <p>Minsc & Boo, Timeless Heroes can be your commander.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mountain</p> <p>Basic Land -- Mountain</p> <p>({T}): Add {R}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Pithing Needle ①</p> <p>Artifact</p> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Pithing Needle ①</p> <p>Artifact</p> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Ramunap Excavator ②⑥</p> <p>Creature -- Snake Cleric</p> <p>You may play lands from your graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ramunap Excavator ②⑥</p> <p>Creature -- Snake Cleric</p> <p>You may play lands from your graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ramunap Excavator ②⑥</p> <p>Creature -- Snake Cleric</p> <p>You may play lands from your graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Simic Growth Chamber</p> <p>Land</p> <p>This land enters tapped.</p> <p>When this land enters, return a land you control to its owner's hand.</p> <p>{T}: Add {G}{U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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<div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sol Ring1</div><div>Artifact</div><div><p>{T}: Add {C}{C}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strip Mine</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Destroy target land.</p></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><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 PLAYbotbox.dev</div></div>
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<div>Dismember<div>1BPBP</div></div> <div>Instant</div> <div>(B/P can be paid with either B or 2 life.) Target creature gets -5/-5 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dismember<div>1BPBP</div></div> <div>Instant</div> <div>(B/P can be paid with either B or 2 life.) Target creature gets -5/-5 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Endurance<div>1GGG</div></div> <div>Creature -- Elemental Incarnation</div> <div>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Endurance<div>1GGG</div></div> <div>Creature -- Elemental Incarnation</div> <div>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div><div><div>Grafdigger's Cage</div><div>①</div></div><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><div><div>Leyline of the Void</div><div>②②②</div></div><div><div>Enchantment</div><div>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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Leyline of the Void</div><div>②②②</div></div><div><div>Enchantment</div><div>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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Leyline of the Void</div><div>②②②</div></div><div><div>Enchantment</div><div>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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>

Leyline of the Void ②③③

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]

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Mycosynth Lattice ⑥

Artifact

All permanents are artifacts in addition to their other types.

All cards that aren't on the battlefield, spells, and permanents are colorless.

Players may spend mana as though it were mana of any color.

[sideboard]

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Soul-Guide Lantern ①

Artifact

When this artifact enters, exile target card from a graveyard.

{T}, Sacrifice this artifact: Exile each opponent's graveyard.

{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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