

<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Anointed Peacekeeper2W</div><div>Creature -- Human Cleric</div><div>Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Anointed Peacekeeper2W</div><div>Creature -- Human Cleric</div><div>Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Anointed Peacekeeper2W</div><div>Creature -- Human Cleric</div><div>Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Anointed Peacekeeper2W</div><div>Creature -- Human Cleric</div><div>Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Archon of Emeria

Creature -- Archon

Flying
Each player can't cast more than one
spell each turn.
Nonbasic lands your opponents
control enter tapped.

2/3

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Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter tapped.

2/3

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Black Lotus

Artifact

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

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Cavern of Souls

Land

As this land enters, choose a creature type.
 {T}: Add {C}.
 {T}: Add one mana of any color.
 Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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Playtest cards - DannyMcBride - Vintage (Vintage League)

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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

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.

{T}: Add one mana of any of the exiled card's colors.

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Legendary Land

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{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
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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}.

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☒ X ☐ W

As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.

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(X) (W)

As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.

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©

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

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⑥

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

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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.

①

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

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①

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

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①②

Flash

Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

2/2

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① ② W

Flash

Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

2/2

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Basic Land -- Plains

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

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Basic Land -- Plains

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

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③ ④

Creature -- Human Warrior

When this creature enters, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)

3/4

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③ ④

Creature -- Human Warrior

When this creature enters, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)

3/4

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<div><div>Seasoned Dungeoneer</div><div><div>3</div><div>W</div></div></div> <div>Creature -- Human Warrior</div> <div><p>When this creature enters, you take the initiative.</p><p>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</p></div> <div><div>3/4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Seasoned Dungeoneer</div><div><div>3</div><div>W</div></div></div> <div>Creature -- Human Warrior</div> <div><p>When this creature enters, you take the initiative.</p><p>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</p></div> <div><div>3/4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sol Ring</div><div><div>1</div></div></div> <div>Artifact</div> <div><p>{T}: Add {C}{C}.</p></div> <div><div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Strip Mine</div></div> <div>Land</div> <div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Destroy target land.</p></div> <div><div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Vexing Bauble</div><div><div>1</div></div></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><div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vexing Bauble</div><div><div>1</div></div></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><div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vexing Bauble</div><div><div>1</div></div></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><div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vexing Bauble</div><div><div>1</div></div></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><div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>White Plume Adventurer (2)(W)</div><div>Creature -- Orc Cleric</div><div><div>When this creature enters, you take the initiative.</div><div>At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.</div></div></div> <div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>White Plume Adventurer (2)(W)</div><div>Creature -- Orc Cleric</div><div><div>When this creature enters, you take the initiative.</div><div>At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.</div></div></div> <div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>White Plume Adventurer (2)(W)</div><div>Creature -- Orc Cleric</div><div><div>When this creature enters, you take the initiative.</div><div>At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.</div></div></div> <div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>White Plume Adventurer (2)(W)</div><div>Creature -- Orc Cleric</div><div><div>When this creature enters, you take the initiative.</div><div>At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.</div></div></div> <div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div> <div> Witch Enchanter 3W </div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> 2/2 </div> <div> <div> Witch-Blessed Meadow </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Witch Enchanter 3W </div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> 2/2 </div> <div> <div> Witch-Blessed Meadow </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Witch Enchanter 3W </div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> 2/2 </div> <div> <div> Witch-Blessed Meadow </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Witch Enchanter 3W </div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> 2/2 </div> <div> <div> Witch-Blessed Meadow </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>
<div> <div> Archon of Absolution 3W </div> <div> Creature -- Archon </div> <div> Flying Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.) Creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. </div> <div> [sideboard] </div> <div> 3/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Archon of Absolution 3W </div> <div> Creature -- Archon </div> <div> Flying Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.) Creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. </div> <div> [sideboard] </div> <div> 3/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Containment Priest 1W </div> <div> Creature -- Human Cleric </div> <div> Flash If a nontoken creature would enter and it wasn't cast, exile it instead. </div> <div> [sideboard] </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Containment Priest 1W </div> <div> Creature -- Human Cleric </div> <div> Flash If a nontoken creature would enter and it wasn't cast, exile it instead. </div> <div> [sideboard] </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

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<div> <div>Containment Priest</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div>Flash</div> <div>If a nontoken creature would enter and it wasn't cast, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Containment Priest</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div>Flash</div> <div>If a nontoken creature would enter and it wasn't cast, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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.</div> <div>Players can't cast spells from graveyards or libraries.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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.</div> <div>Players can't cast spells from graveyards or libraries.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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<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></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></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><div></div></div>	
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