

<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

② ② W

Creature -- Archon

Flying
Each player can't cast more than one
spell each turn.
Nonbasic lands your opponents
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2/3

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Black Lotus

0

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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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. <div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chancellor of the Annex (4)(W)(W)(W) Creature -- Phyrexian Angel You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}. Flying Whenever an opponent casts a spell, counter it unless that player pays {1}. <div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chancellor of the Annex (4)(W)(W)(W) Creature -- Phyrexian Angel You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}. Flying Whenever an opponent casts a spell, counter it unless that player pays {1}. <div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chancellor of the Annex (4)(W)(W)(W) Creature -- Phyrexian Angel You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}. Flying Whenever an opponent casts a spell, counter it unless that player pays {1}. <div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - TaJoordan - Vintage (Vintage League)

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

<div><div>Chrome Mox</div><div>Artifact</div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Karakas</div><div>Legendary Land</div><div>{T}: Add {W}. {T}: Return target legendary creature to its owner's hand.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mana Crypt</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. {T}: Add {C}{C}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>March of Otherworldly Light</div><div>Instant</div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Seasoned Dungeoneer</div><div>Creature -- Human Warrior</div><div>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.)</div></div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Seasoned Dungeoneer</div><div>Creature -- Human Warrior</div><div>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.)</div></div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Seasoned Dungeoneer</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Human Warrior</div><div>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.)</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Seasoned Dungeoneer</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Human Warrior</div><div>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.)</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Sol Ring</div><div><div>1</div></div></div><div><div>Artifact</div><div>{T}: Add {C}{C}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Strip Mine</div><div><div></div></div></div><div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target land.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Vexing Bauble</div><div><div>1</div></div></div><div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Vexing Bauble</div><div><div>1</div></div></div><div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Vexing Bauble</div><div><div>1</div></div></div><div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Vexing Bauble</div><div><div>1</div></div></div><div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>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 <div> <div>3</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> </div> <div> <div> Witch-Blessed Meadow </div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Witch Enchanter <div> <div>3</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> </div> <div> <div> Witch-Blessed Meadow </div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Witch Enchanter <div> <div>3</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> </div> <div> <div> Witch-Blessed Meadow </div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Witch Enchanter <div> <div>3</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> </div> <div> <div> Witch-Blessed Meadow </div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Archon of Absolution <div> <div>3</div> <div>W</div> </div> </div> <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> <div>3/2</div> </div> </div> <div> <div> [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Archon of Absolution <div> <div>3</div> <div>W</div> </div> </div> <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> <div>3/2</div> </div> </div> <div> <div> [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Containment Priest <div> <div>1</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Cleric </div> <div> Flash If a nontoken creature would enter and it wasn't cast, exile it instead. </div> <div> <div>2/2</div> </div> </div> <div> <div> [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Containment Priest <div> <div>1</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Cleric </div> <div> Flash If a nontoken creature would enter and it wasn't cast, exile it instead. </div> <div> <div>2/2</div> </div> </div> <div> <div> [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

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<div><div><div>Containment Priest</div><div>①①W</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><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Containment Priest</div><div>①①W</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><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Leyline of the Void</div><div>②②B②B</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.</div><div>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Null Rod</div><div>②</div></div><div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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<div> <div>Swords to Plowshares</div> <div>W</div> </div> <div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The Tabernacle at Pendrell Vale</div> <div></div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wrath of the Skies</div> <div>XW</div> </div> <div> <div>Sorcery</div> <div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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