

|                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
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| <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<br/>As this creature enters, look at an opponent's hand, then choose any card name.<br/>Spells your opponents cast with the chosen name cost {2} more to cast.<br/>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<br/>As this creature enters, look at an opponent's hand, then choose any card name.<br/>Spells your opponents cast with the chosen name cost {2} more to cast.<br/>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<br/>As this creature enters, look at an opponent's hand, then choose any card name.<br/>Spells your opponents cast with the chosen name cost {2} more to cast.<br/>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<br/>As this creature enters, look at an opponent's hand, then choose any card name.<br/>Spells your opponents cast with the chosen name cost {2} more to cast.<br/>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  
control enter tapped.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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②③

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Each player can't cast more than one spell each turn.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Archon of Emeria

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Creature -- Archon

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

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cavern of Souls

Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cavern of Souls

Land

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Cavern of Souls</b><br><hr/> Land<br><hr/> <p>As this land enters, choose a creature type.<br/> {T}: Add {C}.<br/> {T}: Add one mana of any color.<br/> Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> | <b>Chalice of the Void</b> (X)(X)<br><hr/> Artifact<br><hr/> <p>This artifact enters with X charge counters on it.<br/> Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p> | <b>Chrome Mox</b> (9)<br><hr/> Artifact<br><hr/> <p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/> {T}: Add one mana of any of the exiled card's colors.</p> | <b>Chrome Mox</b> (9)<br><hr/> Artifact<br><hr/> <p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/> {T}: Add one mana of any of the exiled card's colors.</p> |
| <b>Chrome Mox</b> (9)<br><hr/> Artifact<br><hr/> <p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/> {T}: Add one mana of any of the exiled card's colors.</p>                                                  | <b>Chrome Mox</b> (9)<br><hr/> Artifact<br><hr/> <p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/> {T}: Add one mana of any of the exiled card's colors.</p>                                       | <b>Karakas</b><br><hr/> Legendary Land<br><hr/> <p>{T}: Add {W}.<br/> {T}: Return target legendary creature to its owner's hand.</p>                                                                               | <b>Lotus Petal</b> (9)<br><hr/> Artifact<br><hr/> <p>{T}, Sacrifice this artifact: Add one mana of any color.</p>                                                                                                  |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                 | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                 |

Playtest cards - TaJoordan - Vintage (Vintage League)

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

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| <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.<br/>{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.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</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.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mox Emerald</div><div>Artifact</div><div>{T}: Add {G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                            | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                            | <div>Razorgrass Ambush1W</div> <div>Instant</div> <div>Razorgrass Ambush deals 3 damage to target attacking or blocking creature.</div> <div>-----BACK FACE-----</div> <div>Razorgrass Field</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 PLAYbotbox.dev</div>                                                                                                                                                                  | <div>Seasoned Dungeoneer3W</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>Seasoned Dungeoneer3W</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>Seasoned Dungeoneer3W</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>Seasoned Dungeoneer3W</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>Solitude3W</div> <div>Creature -- Elemental Incarnation</div> <div>Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                     |

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| <div> <b>Solitude</b> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Flash<br/>           Lifelink<br/>           When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>           Evoke--Exile a white card from your hand.         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Stillmoon Cavalier</b> <div> <div>1</div> <div>W/B</div> <div>W/B</div> </div> </div> <div>           Creature -- Zombie Knight         </div> <div>           Protection from white and from black {W/B}: This creature gains flying until end of turn.<br/>           {W/B}: This creature gains first strike until end of turn.<br/>           {W/B}{W/B}: This creature gets +1/+0 until end of turn.         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Stillmoon Cavalier</b> <div> <div>1</div> <div>W/B</div> <div>W/B</div> </div> </div> <div>           Creature -- Zombie Knight         </div> <div>           Protection from white and from black {W/B}: This creature gains flying until end of turn.<br/>           {W/B}: This creature gains first strike until end of turn.<br/>           {W/B}{W/B}: This creature gets +1/+0 until end of turn.         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Stillmoon Cavalier</b> <div> <div>1</div> <div>W/B</div> <div>W/B</div> </div> </div> <div>           Creature -- Zombie Knight         </div> <div>           Protection from white and from black {W/B}: This creature gains flying until end of turn.<br/>           {W/B}: This creature gains first strike until end of turn.<br/>           {W/B}{W/B}: This creature gets +1/+0 until end of turn.         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Strip Mine</b> </div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}, Sacrifice this land: Destroy target land.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                  | <div> <b>Swords to Plowshares</b> <div> <div>W</div> </div> </div> <div>           Instant         </div> <div>           Exile target creature. Its controller gains life equal to its power.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                 | <div> <b>Swords to Plowshares</b> <div> <div>W</div> </div> </div> <div>           Instant         </div> <div>           Exile target creature. Its controller gains life equal to its power.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                 | <div> <b>Vexing Bauble</b> <div> <div>1</div> </div> </div> <div>           Artifact         </div> <div>           Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>           {1}, {T}, Sacrifice this artifact: Draw a card.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                       |

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| <div><div><b>Wasteland</b></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><b>Wasteland</b></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><b>Wasteland</b></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><b>Wasteland</b></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><b>White Plume Adventurer</b> 2W</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><b>White Plume Adventurer</b> 2W</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><b>White Plume Adventurer</b> 2W</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><b>White Plume Adventurer</b> 2W</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> |

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
| <div> <div> Archon of Absolution <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Archon</div> <div> <div>Flying</div> <div> 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>[sideboard]</div> </div> </div> <div> <div>3/2</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> <div>Flying</div> <div> 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>[sideboard]</div> </div> </div> <div> <div>3/2</div> </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> <div>Flash</div> <div> If a nontoken creature would enter and it wasn't cast, exile it instead. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>2/2</div> </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> <div>Flash</div> <div> If a nontoken creature would enter and it wasn't cast, exile it instead. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                          |

# Playtest cards - TaJoordan - Vintage (Vintage League)

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

|                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Containment Priest</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Cleric</div><div>Flash<br/>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<br/>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>Null Rod</div><div><div>2</div></div></div> <div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      | <div><div>Null Rod</div><div><div>2</div></div></div> <div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      |
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① W

Activated abilities of artifacts  
can't be activated.

[sideboard]

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W

Exile target creature. Its controller gains life equal to its power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller gains life equal to its power.

[sideboard]

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