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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

## Archon of Emeria

②③

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Each player can't cast more than one  
spell each turn.  
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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Archon of Emeria

②③

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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## Black Lotus

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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}.  
{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}.  
 {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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| <b>Cavern of Souls</b><br>Land<br>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. | <b>Chrome Mox</b> ⑥<br>Artifact<br>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. | <b>Chrome Mox</b> ⑥<br>Artifact<br>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. | <b>Chrome Mox</b> ⑥<br>Artifact<br>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. |
| 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                                                                                                                                          |
| <b>Chrome Mox</b> ⑥<br>Artifact<br>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.                                                | <b>Clarion Conqueror</b> ② ④<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.                                          | <b>Clarion Conqueror</b> ② ④<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.                                          | <b>Clarion Conqueror</b> ② ④<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.                                          |
| 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                                                                                                                                          |

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| <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                             | <b>Karakas</b><br>Legendary Land<br>{T}: Add {W}.<br>{T}: Return target legendary creature to its owner's hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mana Crypt</b> (0)<br>Artifact<br>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}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>March of Otherworldly Light</b> (X)(W)<br>Instant<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>March of Otherworldly Light</b> (X)(W)<br>Instant<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mox Emerald</b> (0)<br>Artifact<br>{T}: Add {G}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                             | <b>Mox Jet</b> (0)<br>Artifact<br>{T}: Add {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                   | <b>Mox Pearl</b> (0)<br>Artifact<br>{T}: Add {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                        |

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| <div><div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                   | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                             |
| <div><div><div>Seasoned Dungeoneer</div><div>Creature -- Human Warrior</div><div>When this creature enters, you take the initiative.<br/>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Seasoned Dungeoneer</div><div>Creature -- Human Warrior</div><div>When this creature enters, you take the initiative.<br/>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Seasoned Dungeoneer</div><div>Creature -- Human Warrior</div><div>When this creature enters, you take the initiative.<br/>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Seasoned Dungeoneer</div><div>Creature -- Human Warrior</div><div>When this creature enters, you take the initiative.<br/>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Sol Ring</div> <div>Artifact</div> <div>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div>Strip Mine</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Destroy target land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                 | <div>Swords to Plowshares</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>Swords to Plowshares</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>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>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.'"</div> <div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Vexing Bauble</div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Void Mirror</div> <div>Artifact</div> <div>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Void Mirror</div> <div>Artifact</div> <div>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</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 - VitorCarvalho01 - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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| <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><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                       | <div><div><div>Deafening Silence</div><div><div>W</div></div></div><div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           | <div><div><div>Deafening Silence</div><div><div>W</div></div></div><div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           |
| <div><div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</div></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.<br/>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>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</div></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.<br/>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>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</div></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.<br/>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>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</div></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.<br/>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> |

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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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