

Adanto Vanguard

Creature -- Vampire Soldier

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All That Glitters

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for
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When this Aura is put into a
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Audacity Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartouche of Solidarity Enchantment -- Aura Cartouche Enchant creature you control When this Aura enters, create a 1/1 white Warrior creature token with vigilance. Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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W

Enchant creature
Enchanted creature gets +1/+0 and
has flying.
{3}{W}: Return this card from your
graveyard to the battlefield
attached to target creature.
Activate only as a sorcery.

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Activate only as a sorcery.

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① W

Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ossification Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1W	Ossification Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1W	Ossification Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1W	Ossification Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1W
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Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rune of Sustenance 1 W Enchantment -- Aura Rune Enchant permanent When this Aura enters, draw a card. As long as enchanted permanent is a creature, it has lifelink. As long as enchanted permanent is an Equipment, it has "Equipped creature has lifelink." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rune of Sustenance 1 W Enchantment -- Aura Rune Enchant permanent When this Aura enters, draw a card. As long as enchanted permanent is a creature, it has lifelink. As long as enchanted permanent is an Equipment, it has "Equipped creature has lifelink." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel's Eyes W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel's Eyes W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Siona, Captain of the Pyleas (1)(G)(W) Legendary Creature -- Human Soldier When Siona enters, look at the top seven cards of your library. You may reveal an Aura card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. Whenever an Aura you control becomes attached to a creature you control, create a 1/1 white Human Soldier creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toadstool Admirer (G) Creature -- Ouphe Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) {3}{G}: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toadstool Admirer (G) Creature -- Ouphe Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) {3}{G}: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unflinching Courage (1)(G)(W) Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Adanto Vanguard (1)(W) Creature -- Vampire Soldier As long as this creature is attacking, it gets +2/+0. Pay 4 life: This creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cooped Up (1)(W) Enchantment -- Aura Enchant creature Enchanted creature can't attack or block. {2}{W}: Exile enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kay, Scott - Pioneer (Peasant Pioneer 3: The Reckoning)

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

Cooped Up 1 W Enchantment -- Aura Enchant creature Enchanted creature can't attack or block. {2}{W}: Exile enchanted creature. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnbringer Cleric 1 W Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnbringer Cleric 1 W Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nyx-Fleece Ram 1 W Enchantment Creature -- Sheep At the beginning of your upkeep, you gain 1 life. [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nyx-Fleece Ram 1 W Enchantment Creature -- Sheep At the beginning of your upkeep, you gain 1 life. [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nyx-Fleece Ram 1 W Enchantment Creature -- Sheep At the beginning of your upkeep, you gain 1 life. [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Reroute Systems Instant Choose one -- * Target artifact or creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Reroute Systems deals 2 damage to target tapped creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skylasher Creature -- Insect Flash This spell can't be countered. Reach, protection from blue [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skylasher Creature -- Insect Flash This spell can't be countered. Reach, protection from blue [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each