

Adanto Vanguard ①①W 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adanto Vanguard ①①W 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adanto Vanguard ①①W 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adanto Vanguard ①①W 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aurelia, Exemplar of Justice ②②R①W Legendary Creature -- Angel Flying Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aurelia, Exemplar of Justice ②②R①W Legendary Creature -- Angel Flying Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aurelia, Exemplar of Justice ②②R①W Legendary Creature -- Angel Flying Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Guildgate Land -- Gate This land enters tapped. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Justice Strike RW Instant Target creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lava Coil 1R Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lava Coil 1R Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lava Coil 1R Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Plains

Basic Land -- Plains

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

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Rekindling Phoenix (2)(R)(R)

Creature -- Phoenix

Flying
When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."

4/3

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Resplendent Angel (1)(W)(W)

Creature -- Angel

Flying
At the beginning of each end step,
if you gained 5 or more life this
turn, create a 4/4 white Angel
creature token with flying and
vigilance.
{3}{W}{W}{W}: Until end of turn,
this creature gets +2/+2 and gains
lifelink.

3/3

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At the beginning of each end step,
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{3}{W}{W}{W}: Until end of turn,
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Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dire Fleet Daredevil (1)(R) Creature -- Human Pirate First strike When this creature enters, exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dire Fleet Daredevil (1)(R) Creature -- Human Pirate First strike When this creature enters, exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dire Fleet Daredevil (1)(R) Creature -- Human Pirate First strike When this creature enters, exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fight with Fire (2)(R) Sorcery Kicker {5}{R} (You may pay an additional {5}{R} as you cast this spell.) Fight with Fire deals 5 damage to target creature. If this spell was kicked, it deals 10 damage divided as you choose among any number of targets instead. (Those targets can include players and planeswalkers.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fight with Fire (2)(R) Sorcery Kicker {5}{R} (You may pay an additional {5}{R} as you cast this spell.) Fight with Fire deals 5 damage to target creature. If this spell was kicked, it deals 10 damage divided as you choose among any number of targets instead. (Those targets can include players and planeswalkers.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ixalan's Binding (3)(W) Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Your opponents can't cast spells with the same name as the exiled card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal Away (1)(W) Enchantment Flash When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal Away (1)(W) Enchantment Flash When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal Away 1 W Enchantment Flash When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Immortal Sun 6 Legendary Artifact Players can't activate planeswalkers' loyalty abilities. At the beginning of your draw step, draw an additional card. Spells you cast cost {1} less to cast. Creatures you control get +1/+1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Immortal Sun 6 Legendary Artifact Players can't activate planeswalkers' loyalty abilities. At the beginning of your draw step, draw an additional card. Spells you cast cost {1} less to cast. Creatures you control get +1/+1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	