

Emmara, Soul of the Accord G W Legendary Creature -- Elf Cleric Whenever Emmara becomes tapped, create a 1/1 white Soldier creature token with lifelink. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flower 6 W Sorcery Search your library for a basic Forest or Plains card, reveal it, put it into your hand, then shuffle. Flourish 4 G W Sorcery Creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flower 6 W Sorcery Search your library for a basic Forest or Plains card, reveal it, put it into your hand, then shuffle. Flourish 4 G W Sorcery Creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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History of Benalia 1W Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	History of Benalia 1W Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	History of Benalia 1W Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	History of Benalia 1W Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Legion's Landing W Legendary Enchantment When Legion's Landing enters, create a 1/1 white Vampire creature token with lifelink. When you attack with three or more creatures, transform Legion's Landing. BACK FACE Adanto, the First Fort Legendary Land (Transforms from Legion's Landing.) {T}: Add {W}. {2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion's Landing W Legendary Enchantment When Legion's Landing enters, create a 1/1 white Vampire creature token with lifelink. When you attack with three or more creatures, transform Legion's Landing. BACK FACE Adanto, the First Fort Legendary Land (Transforms from Legion's Landing.) {T}: Add {W}. {2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion's Landing W Legendary Enchantment When Legion's Landing enters, create a 1/1 white Vampire creature token with lifelink. When you attack with three or more creatures, transform Legion's Landing. BACK FACE Adanto, the First Fort Legendary Land (Transforms from Legion's Landing.) {T}: Add {W}. {2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion's Landing W Legendary Enchantment When Legion's Landing enters, create a 1/1 white Vampire creature token with lifelink. When you attack with three or more creatures, transform Legion's Landing. BACK FACE Adanto, the First Fort Legendary Land (Transforms from Legion's Landing.) {T}: Add {W}. {2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of the Multitudes XGW Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Create X 1/1 white Soldier creature tokens with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of the Multitudes XGW Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Create X 1/1 white Soldier creature tokens with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of the Multitudes XGW Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Create X 1/1 white Soldier creature tokens with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of the Multitudes XGW Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Create X 1/1 white Soldier creature tokens with lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pride of Conquerors1W Instant Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) Creatures you control get +1/+1 until end of turn. If you have the city's blessing, those creatures get +2/+2 until end of turn instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pride of Conquerors1W Instant Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) Creatures you control get +1/+1 until end of turn. If you have the city's blessing, those creatures get +2/+2 until end of turn instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saproling Migration1G Sorcery Kicker {4} (You may pay an additional {4} as you cast this spell.) Create two 1/1 green Saproling creature tokens. If this spell was kicked, create four of those tokens instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ⑥

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G W

Shanna can't be the target of abilities your opponents control. Shanna gets +1/+1 for each creature you control.

0/0

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Land

This land enters tapped unless you control a Forest or a Plains.
{T}: Add {G} or {W}.

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Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}.	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.
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Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	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.	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.	Trostani Discordant ③⑥⑦ Legendary Creature -- Dryad Other creatures you control get +1/+1. When Trostani enters, create two 1/1 white Soldier creature tokens with lifelink. At the beginning of your end step, each player gains control of all creatures they own.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trostani Discordant (3)(G)(W) Legendary Creature -- Dryad Other creatures you control get +1/+1. When Trostani enters, create two 1/1 white Soldier creature tokens with lifelink. At the beginning of your end step, each player gains control of all creatures they own. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venerated Loxodon (4)(W) Creature -- Elephant Cleric Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this creature enters, put a +1/+1 counter on each creature that convoked it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venerated Loxodon (4)(W) Creature -- Elephant Cleric Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this creature enters, put a +1/+1 counter on each creature that convoked it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venerated Loxodon (4)(W) Creature -- Elephant Cleric Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this creature enters, put a +1/+1 counter on each creature that convoked it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cleansing Nova (3)(W)(W) Sorcery Choose one -- * Destroy all creatures. * Destroy all artifacts and enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn of Hope (1)(W) Enchantment Whenever you gain life, you may pay {2}. If you do, draw a card. {3}{W}: Create a 1/1 white Soldier creature token with lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn of Hope (1)(W) Enchantment Whenever you gain life, you may pay {2}. If you do, draw a card. {3}{W}: Create a 1/1 white Soldier creature token with lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn of Hope (1)(W) Enchantment Whenever you gain life, you may pay {2}. If you do, draw a card. {3}{W}: Create a 1/1 white Soldier creature token with lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of Autumn (1)(G)(W) Creature -- Dryad Knight When this creature enters, choose one -- * Put two +1/+1 counters on this creature. * Destroy target artifact or enchantment. * You gain 4 life. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Autumn (1)(G)(W) Creature -- Dryad Knight When this creature enters, choose one -- * Put two +1/+1 counters on this creature. * Destroy target artifact or enchantment. * You gain 4 life. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Autumn (1)(G)(W) Creature -- Dryad Knight When this creature enters, choose one -- * Put two +1/+1 counters on this creature. * Destroy target artifact or enchantment. * You gain 4 life. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Make a Stand (2)(W) Instant Creatures you control get +1/+0 and gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Settle the Wreckage (2)(W)(W) Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Settle the Wreckage (2)(W)(W) Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shalai, Voice of Plenty (3)(W) Legendary Creature -- Angel Flying You, planeswalkers you control, and other creatures you control have hexproof. {4}{G}{G}: Put a +1/+1 counter on each creature you control. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shalai, Voice of Plenty (3)(W) Legendary Creature -- Angel Flying You, planeswalkers you control, and other creatures you control have hexproof. {4}{G}{G}: Put a +1/+1 counter on each creature you control. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcerous Spyglass 2 Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid 3GG Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid 3GG Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - DocPepper - Standard (Standard 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 10/10 - 3 cards - 2.5 x 3.5 in each