

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.) 1/1 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.) 1/1 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.) 1/1 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Baffling End (1)(W) Enchantment When this enchantment enters, exile target creature an opponent controls with mana value 3 or less. When this enchantment leaves the battlefield, target opponent creates a 3/3 green Dinosaur creature token with trample. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Benalish Marshal (W)(W)(W) Creature -- Human Knight Other creatures you control get +1/+1. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Benalish Marshal (W)(W)(W) Creature -- Human Knight Other creatures you control get +1/+1. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Benalish Marshal (W)(W)(W) Creature -- Human Knight Other creatures you control get +1/+1. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Benalish Marshal (W)(W)(W) Creature -- Human Knight Other creatures you control get +1/+1. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conclave Tribunal (3)(W) Enchantment 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 enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conclave Tribunal (3)(W) Enchantment 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 enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conclave Tribunal (3)(W) Enchantment 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 enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dauntless Bodyguard (W) Creature -- Human Knight As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Bodyguard (W) Creature -- Human Knight As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	History of Benalia (1)(W)(W) 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 (1)(W)(W) 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

① W W

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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

W

When this creature dies, create a 1/1 white Soldier creature token with lifelink.

1/1

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① W

First strike (This creature deals combat damage before creatures without first strike.)
Hexproof from black (This creature can't be the target of black spells or abilities your opponents control.)
This creature gets +1/+0 as long as any player controls a black permanent.

2/2

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① ② W

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2/2

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Knight of Grace

Creature -- Human Knight

First strike (This creature deals combat damage before creatures without first strike.)
Hexproof from black (This creature can't be the target of black spells or abilities your opponents control.)
This creature gets +1/+0 as long as any player controls a black permanent.

2/2

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First strike (This creature deals combat damage before creatures without first strike.)
Hexproof from black (This creature can't be the target of black spells or abilities your opponents control.)
This creature gets +1/+0 as long as any player controls a black permanent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legion's Landing

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.

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 {T}: Add {W}.
 {2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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Basic Land -- Plains

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Playtest cards - HamishS - 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 4/10 - 8 cards - 2.5 x 3.5 in each

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

Basic Land -- Plains

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

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Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pride of Conquerors

① ② W

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 PLAY botbox.dev

Remorseful Cleric

① W

Creature -- Spirit Cleric

Flying
Sacrifice this creature: Exile
target player's graveyard.

2/1

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Remorseful Cleric

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Creature -- Spirit Cleric

Flying
Sacrifice this creature: Exile
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Creature -- Spirit Cleric

Flying
Sacrifice this creature: Exile
target player's graveyard.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skymarcher Aspirant

W

Creature -- Vampire Soldier

Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) This creature has flying as long as you have the city's blessing.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skymarcher Aspirant

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Creature -- Vampire Soldier

Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) This creature has flying as long as you have the city's blessing.

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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	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
Ajani, Adversary of Tyrants (2)(W)(W) Legendary Planeswalker -- Ajani [+1]: Put a +1/+1 counter on each of up to two target creatures. [-2]: Return target creature card with mana value 2 or less from your graveyard to the battlefield. [-7]: You get an emblem with "At the beginning of your end step, create three 1/1 white Cat creature tokens with lifelink." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani, Adversary of Tyrants (2)(W)(W) Legendary Planeswalker -- Ajani [+1]: Put a +1/+1 counter on each of up to two target creatures. [-2]: Return target creature card with mana value 2 or less from your graveyard to the battlefield. [-7]: You get an emblem with "At the beginning of your end step, create three 1/1 white Cat creature tokens with lifelink." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Baffling End (1)(W) Enchantment When this enchantment enters, exile target creature an opponent controls with mana value 3 or less. When this enchantment leaves the battlefield, target opponent creates a 3/3 green Dinosaur creature token with trample. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Baffling End (1)(W) Enchantment When this enchantment enters, exile target creature an opponent controls with mana value 3 or less. When this enchantment leaves the battlefield, target opponent creates a 3/3 green Dinosaur creature token with trample. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

① W

Vigilance
{T}, Sacrifice this creature:
Destroy target legendary permanent
that's an artifact, creature, or
enchantment.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Vigilance
{T}, Sacrifice this creature:
Destroy target legendary permanent
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enchantment.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

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.

ootbox.dev

② W W

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.

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② W W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

This creature can't be blocked by red creatures.
When this creature enters or becomes the target of a spell or ability an opponent controls, you gain 3 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

This creature can't be blocked by red creatures.
When this creature enters or becomes the target of a spell or ability an opponent controls, you gain 3 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

This creature can't be blocked by red creatures.
When this creature enters or becomes the target of a spell or ability an opponent controls, you gain 3 life.

2/3

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②

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

①

W

Creatures entering don't cause abilities to trigger.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

W

Creatures entering don't cause abilities to trigger.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev