

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
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

3 W

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

③ ④

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.

2/1

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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 2/10 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 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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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

Pride of Conquerors ① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rustwing Falcon

W

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Creature -- Bird

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Flying

1/2

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W

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1/2

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Flying

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rustwing Falcon W Creature -- Bird Flying 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Snubhorn Sentry W Creature -- Dinosaur Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) This creature gets +3/+0 as long as you have the city's blessing. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snubhorn Sentry W Creature -- Dinosaur Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) This creature gets +3/+0 as long as you have the city's blessing. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snubhorn Sentry W Creature -- Dinosaur Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) This creature gets +3/+0 as long as you have the city's blessing. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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
Bounty Agent (1)(W) Creature -- Human Soldier Vigilance {T}, Sacrifice this creature: Destroy target legendary permanent that's an artifact, creature, or enchantment. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bounty Agent (1)(W) Creature -- Human Soldier Vigilance {T}, Sacrifice this creature: Destroy target legendary permanent that's an artifact, creature, or enchantment. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bounty Agent (1)(W) Creature -- Human Soldier Vigilance {T}, Sacrifice this creature: Destroy target legendary permanent that's an artifact, creature, or enchantment. [sideboard] 2/2 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

Playtest cards - RagingTiltMonster - Standard (Standard League)

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Dawn of Hope ①①W 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 ①①W 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	Settle the Wreckage ②①W①W 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 ②①W①W 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 ②①W①W 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 ③①W 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 ③①W 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	Tocatli Honor Guard ①①W Creature -- Human Soldier Creatures entering don't cause abilities to trigger. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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