

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." 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." L 4 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. 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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

Playtest cards - SIXMINABS - 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 1/10 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.dev	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 PLAYbotbox.dev	Flower 6/4 Sorcery Search your library for a basic Forest or Plains card, reveal it, put it into your hand, then shuffle. RIGHT HALF Flourish 4 G W Sorcery Creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flower 6/4 Sorcery Search your library for a basic Forest or Plains card, reveal it, put it into your hand, then shuffle. RIGHT HALF Flourish 4 G W Sorcery Creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Healer's Hawk

Creature -- Bird

Flying
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

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Lifelink (Damage dealt by this creature also causes you to gain that much life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hunted Witness

Creature - - Human

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

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Hunted Witness W Creature -- Human When this creature dies, create a 1/1 white Soldier creature token with lifelink. 1/1 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. 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. 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. 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 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 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 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 PLAY botbox.dev

Memorial to Glory Land This land enters tapped. {T}: Add {W}. {3}{W}, {T}, Sacrifice this land: Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memorial to Glory Land This land enters tapped. {T}: Add {W}. {3}{W}, {T}, Sacrifice this land: Create two 1/1 white Soldier creature tokens. 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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Sunpetal Grove

Land

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

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Land -- Forest Plains

($\{T\}$: Add $\{G\}$ or $\{W\}$.)
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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trostani Discordant 3GW

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

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	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
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. [sideboard] 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. [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 ①⑥⑦ 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	Militia Bugler ②⑦ Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Militia Bugler ②⑦ Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Militia Bugler ②⑦ Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Militia Bugler ②⑦ Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel Totem ① Artifact When this artifact enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}, Exile this artifact: Exile all graveyards. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel Totem ① Artifact When this artifact enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}, Exile this artifact: Exile all graveyards. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shalai, Voice of Plenty ③⑦ Legendary Creature -- Angel Flying You, planeswalkers you control, and other creatures you control have hexproof. {4}{6}{6}: Put a +1/+1 counter on each creature you control. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

