

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Ajani's Pridemate 1 W Creature -- Cat Soldier Whenever you gain life, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ajani's Pridemate 1 W Creature -- Cat Soldier Whenever you gain life, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ajani's Pridemate 1 W Creature -- Cat Soldier Whenever you gain life, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ajani's Pridemate 1 W Creature -- Cat Soldier Whenever you gain life, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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
Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. 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	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
Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AsianBaller - 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 3/10 - 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	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

Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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	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
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

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	Aurelia, Exemplar of Justice (2)(R)(W) 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. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aurelia, Exemplar of Justice (2)(R)(W) 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. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① W

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

① W

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

XR

Banefire deals X damage to any target.
If X is 5 or more, this spell can't be countered and the damage can't be prevented.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

You may look at the top card of your library any time.
You may play lands and cast spells from the top of your library.
You can't play lands or cast spells from your hand.
{3}{R}: Destroy this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R

You may look at the top card of your library any time.

You may play lands and cast spells from the top of your library.

You can't play lands or cast spells from your hand.

{3}{R}: Destroy this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

You may look at the top card of your library any time.
You may play lands and cast spells from the top of your library.
You can't play lands or cast spells from your hand.
{3}{R}: Destroy this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creatures entering don't cause abilities to trigger.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocatli Honor Guard (1)(W) Creature -- Human Soldier Creatures entering don't cause abilities to trigger. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tocatli Honor Guard (1)(W) Creature -- Human Soldier Creatures entering don't cause abilities to trigger. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tocatli Honor Guard (1)(W) 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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