

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Conclave Tribunal 3W 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 PLAYbotbox.dev	Conclave Tribunal 3W 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 PLAYbotbox.dev	Conclave Tribunal 3W 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 PLAYbotbox.dev	Heroic Reinforcements 2RW Sorcery Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and {T} this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - atrkud - 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

W

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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 - - -

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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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

Basic Land -- Mountain

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

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Basic Land -- Mountain

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Basic Land -- Mountain

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

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 Ⓢ 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 Ⓢ 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 Ⓢ 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 Ⓢ 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 Ⓢ 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 Ⓢ 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 Ⓢ 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 Ⓢ 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
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] 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] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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	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	Experimental Frenzy (3)(R) Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Experimental Frenzy (3)(R) Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each