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| <p><b>Adanto Vanguard</b> (1)(W)</p> <p>Creature -- Vampire Soldier</p> <p>As long as this creature is attacking, it gets +2/+0.<br/>Pay 4 life: This creature gains indestructible until end of turn.<br/>(Damage and effects that say "destroy" don't destroy it.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                   | <p><b>Adanto Vanguard</b> (1)(W)</p> <p>Creature -- Vampire Soldier</p> <p>As long as this creature is attacking, it gets +2/+0.<br/>Pay 4 life: This creature gains indestructible until end of turn.<br/>(Damage and effects that say "destroy" don't destroy it.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                   | <p><b>Adanto Vanguard</b> (1)(W)</p> <p>Creature -- Vampire Soldier</p> <p>As long as this creature is attacking, it gets +2/+0.<br/>Pay 4 life: This creature gains indestructible until end of turn.<br/>(Damage and effects that say "destroy" don't destroy it.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Adanto Vanguard</b> (1)(W)</p> <p>Creature -- Vampire Soldier</p> <p>As long as this creature is attacking, it gets +2/+0.<br/>Pay 4 life: This creature gains indestructible until end of turn.<br/>(Damage and effects that say "destroy" don't destroy it.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Ajani, Adversary of Tyrants</b> (2)(W)(W)</p> <p>Legendary Planeswalker -- Ajani</p> <p>[+1]: Put a +1/+1 counter on each of up to two target creatures.<br/>[-2]: Return target creature card with mana value 2 or less from your graveyard to the battlefield.<br/>[-7]: You get an emblem with "At the beginning of your end step, create three 1/1 white Cat creature tokens with lifelink."</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ajani, Adversary of Tyrants</b> (2)(W)(W)</p> <p>Legendary Planeswalker -- Ajani</p> <p>[+1]: Put a +1/+1 counter on each of up to two target creatures.<br/>[-2]: Return target creature card with mana value 2 or less from your graveyard to the battlefield.<br/>[-7]: You get an emblem with "At the beginning of your end step, create three 1/1 white Cat creature tokens with lifelink."</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ajani's Pridemate</b> (1)(W)</p> <p>Creature -- Cat Soldier</p> <p>Whenever you gain life, put a +1/+1 counter on this creature.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                               | <p><b>Ajani's Pridemate</b> (1)(W)</p> <p>Creature -- Cat Soldier</p> <p>Whenever you gain life, put a +1/+1 counter on this creature.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                               |

# Playtest cards - Aardos - 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

**Playtest cards - Aardos - Standard (Standard League)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each  
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.

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| <div> <b>Clifftop Retreat</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Mountain or a Plains.<br/>{T}: Add {R} or {W}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                        | <div> <b>Clifftop Retreat</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Mountain or a Plains.<br/>{T}: Add {R} or {W}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                              | <div> <b>Conclave Tribunal</b> <div> 3 W </div> </div> <div> Enchantment </div> <div> <p>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.)<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Conclave Tribunal</b> <div> 3 W </div> </div> <div> Enchantment </div> <div> <p>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.)<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Conclave Tribunal</b> <div> 3 W </div> </div> <div> Enchantment </div> <div> <p>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.)<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Dauntless Bodyguard</b> <div> W </div> </div> <div> Creature -- Human Knight </div> <div> <p>As this creature enters, choose another creature you control.<br/>Sacrifice this creature: The chosen creature gains indestructible until end of turn.</p> </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Dauntless Bodyguard</b> <div> W </div> </div> <div> Creature -- Human Knight </div> <div> <p>As this creature enters, choose another creature you control.<br/>Sacrifice this creature: The chosen creature gains indestructible until end of turn.</p> </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                           | <div> <b>Healer's Hawk</b> <div> W </div> </div> <div> Creature -- Bird </div> <div> <p>Flying<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                    |

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| <b>Healer's Hawk</b> (W)<br>Creature -- Bird<br>Flying<br>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                          | <b>Healer's Hawk</b> (W)<br>Creature -- Bird<br>Flying<br>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                          | <b>Healer's Hawk</b> (W)<br>Creature -- Bird<br>Flying<br>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                      | <b>Heroic Reinforcements</b> (2)(R)(W)<br>Sorcery<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             |
| <b>Heroic Reinforcements</b> (2)(R)(W)<br>Sorcery<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heroic Reinforcements</b> (2)(R)(W)<br>Sorcery<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>History of Benalia</b> (1)(W)(W)<br>Enchantment -- Saga<br>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I, II -- Create a 2/2 white Knight creature token with vigilance.<br>III -- Knights you control get +2/+1 until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>History of Benalia</b> (1)(W)(W)<br>Enchantment -- Saga<br>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I, II -- Create a 2/2 white Knight creature token with vigilance.<br>III -- Knights you control get +2/+1 until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <b>History of Benalia</b> <span>1</span><span>W</span><span>W</span> </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I, II -- Create a 2/2 white Knight creature token with vigilance.</p> <p>III -- Knights you control get +2/+1 until end of turn.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                 | <div> <b>History of Benalia</b> <span>1</span><span>W</span><span>W</span> </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I, II -- Create a 2/2 white Knight creature token with vigilance.</p> <p>III -- Knights you control get +2/+1 until end of turn.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                 | <div> <b>Legion's Landing</b> <span>W</span> </div> <div> Legendary Enchantment </div> <div> <p>When Legion's Landing enters, create a 1/1 white Vampire creature token with lifelink.</p> <p>When you attack with three or more creatures, transform Legion's Landing.</p> </div> <div> <div> BACK FACE </div> </div> <div> <b>Adanto, the First Fort</b> </div> <div> Legendary Land </div> <div> <p>(Transforms from Legion's Landing.)</p> <p>{T}: Add {W}.</p> <p>{2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Legion's Landing</b> <span>W</span> </div> <div> Legendary Enchantment </div> <div> <p>When Legion's Landing enters, create a 1/1 white Vampire creature token with lifelink.</p> <p>When you attack with three or more creatures, transform Legion's Landing.</p> </div> <div> <div> BACK FACE </div> </div> <div> <b>Adanto, the First Fort</b> </div> <div> Legendary Land </div> <div> <p>(Transforms from Legion's Landing.)</p> <p>{T}: Add {W}.</p> <p>{2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
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Playtest cards - Aardos - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Leonin Vanguard</div><div><div>W</div></div><div>Creature -- Cat Soldier</div><div>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.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leonin Vanguard</div><div><div>W</div></div><div>Creature -- Cat Soldier</div><div>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.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                           | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   |
| <div><div>Aurelia, Exemplar of Justice (2)(R)(W)</div><div>Legendary Creature -- Angel</div><div>Flying<br/>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)<br/>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.</div><div>[sideboard]</div><div>2/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Baffling End (1)(W)</div><div>Enchantment</div><div>When this enchantment enters, exile target creature an opponent controls with mana value 3 or less.<br/>When this enchantment leaves the battlefield, target opponent creates a 3/3 green Dinosaur creature token with trample.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Baffling End (1)(W)</div><div>Enchantment</div><div>When this enchantment enters, exile target creature an opponent controls with mana value 3 or less.<br/>When this enchantment leaves the battlefield, target opponent creates a 3/3 green Dinosaur creature token with trample.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Banefire (X)(R)</div><div>Sorcery</div><div>Banefire deals X damage to any target.<br/>If X is 5 or more, this spell can't be countered and the damage can't be prevented.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**(X) (R)**

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Experimental Frenzy (3R)

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Experimental Frenzy (3) (R)

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ixalan's Binding 3 W

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ixalan's Binding (3)(W)

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.

[sidebar]

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Remorseful Cleric ①④W

① ② W

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

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[sidebar]
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Remorseful Cleric ①②W

①②

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

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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