

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
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	Arch of Orazca Land Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) {T}: Add {C}. {5}, {T}: Draw a card. Activate only if you have the city's blessing.	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.

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 PLAYbotbox.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 PLAYbotbox.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 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
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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saproling Migration16 Sorcery Kicker {4} (You may pay an additional {4} as you cast this spell.) Create two 1/1 green Saproling creature tokens. If this spell was kicked, create four of those tokens instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saproling Migration16 Sorcery Kicker {4} (You may pay an additional {4} as you cast this spell.) Create two 1/1 green Saproling creature tokens. If this spell was kicked, create four of those tokens instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saproling Migration16 Sorcery Kicker {4} (You may pay an additional {4} as you cast this spell.) Create two 1/1 green Saproling creature tokens. If this spell was kicked, create four of those tokens instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Venerated Loxodon 4W 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 PLAYbotbox.dev	Venerated Loxodon 4W 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 PLAYbotbox.dev	Venerated Loxodon 4W 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 PLAYbotbox.dev	Venerated Loxodon 4W 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 PLAYbotbox.dev
Baffling End 1W 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 PLAYbotbox.dev	Baffling End 1W 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 PLAYbotbox.dev	Baffling End 1W 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 PLAYbotbox.dev	Citywide Bust 1WW Sorcery Destroy all creatures with toughness 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Citywide Bust (1)(W)(W) Sorcery Destroy all creatures with toughness 4 or greater. [sideboard]	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]	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]	Might of the Masses (G) Instant Target creature gets +1/+1 until end of turn for each creature you control. [sideboard]
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Might of the Masses (G) Instant Target creature gets +1/+1 until end of turn for each creature you control. [sideboard]	Nullhide Ferox (2)(G)(G) Creature -- Beast Hexproof You can't cast noncreature spells. {2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard]	Nullhide Ferox (2)(G)(G) Creature -- Beast Hexproof You can't cast noncreature spells. {2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard]	Nullhide Ferox (2)(G)(G) Creature -- Beast Hexproof You can't cast noncreature spells. {2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard]
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Sylvan Awakening26 Sorcery Until your next turn, all lands you control become 2/2 Elemental creatures with reach, indestructible, and haste. They're still lands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Awakening26 Sorcery Until your next turn, all lands you control become 2/2 Elemental creatures with reach, indestructible, and haste. They're still lands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Immortal Sun6 Legendary Artifact Players can't activate planeswalkers' loyalty abilities. At the beginning of your draw step, draw an additional card. Spells you cast cost {1} less to cast. Creatures you control get +1/+1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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