

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
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Playtest cards - Chayajom - Standard (Standard League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Growth-Chamber Guardian ①⑥ Creature -- Elf Crab Warrior {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Growth-Chamber Guardian ①⑥ Creature -- Elf Crab Warrior {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Growth-Chamber Guardian ①⑥ Creature -- Elf Crab Warrior {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Growth-Chamber Guardian ①⑥ Creature -- Elf Crab Warrior {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
History of Benalia ①W①W 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 PLAY botbox.dev	History of Benalia ①W①W 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 PLAY botbox.dev	History of Benalia ①W①W 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 PLAY botbox.dev	History of Benalia ①W①W 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 PLAY botbox.dev

3 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

First strike (This creature deals combat damage before creatures without first strike.)
Hexproof from black (This creature can't be the target of black spells or abilities your opponents control.)
This creature gets +1/+0 as long as any player controls a black permanent.

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Flying
First strike (This creature deals combat damage before creatures without first strike.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)
Other Angels you control get +1/+1 and have lifelink.

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

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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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Resplendent Angel 1 W W Creature -- Angel Flying At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Resplendent Angel 1 W W Creature -- Angel Flying At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Resplendent Angel 1 W W Creature -- Angel Flying At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shalai, Voice of Plenty 3 W Legendary Creature -- Angel Flying You, planeswalkers you control, and other creatures you control have hexproof. {4}{G}{G}: Put a +1/+1 counter on each creature you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shalai, Voice of Plenty 3 W Legendary Creature -- Angel Flying You, planeswalkers you control, and other creatures you control have hexproof. {4}{G}{G}: Put a +1/+1 counter on each creature you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shalai, Voice of Plenty 3 W Legendary Creature -- Angel Flying You, planeswalkers you control, and other creatures you control have hexproof. {4}{G}{G}: Put a +1/+1 counter on each creature you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. 3/4 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	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	Tocatli Honor Guard 1W Creature -- Human Soldier Creatures entering don't cause abilities to trigger. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tocatli Honor Guard 1W Creature -- Human Soldier Creatures entering don't cause abilities to trigger. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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	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	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	Carnage Tyrant 4 G G Creature -- Dinosaur This spell can't be countered. Trample, hexproof [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carnage Tyrant 4 G G Creature -- Dinosaur This spell can't be countered. Trample, hexproof [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cleansing Nova 3 W W Sorcery Choose one -- * Destroy all creatures. * Destroy all artifacts and enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon Blackblade 1 W W Legendary Planeswalker -- Gideon During your turn, Gideon Blackblade is a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to Gideon Blackblade during your turn. [+1]: Up to one other target creature you control gains your choice of vigilance, lifelink, or indestructible until end of turn. [-6]: Exile target nonland permanent. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ixalan's Binding 3 W Enchantment 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
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	Settle the Wreckage 2 W W Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorcerous Spyglass 2 Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [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

Sorcerous Spyglass 2 Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wanderer 3W Legendary Planeswalker Prevent all noncombat damage that would be dealt to you and other permanents you control. [-2]: Exile target creature with power 4 or greater. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid 3GG Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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