Ral's Vanguard



Vanguard

Requirement — Your starting deck contains only instant, sorcery, and land cards.

Starting hand size +1 Starting life total -5

If an instant or sorcery spell you cast would cause you to draw one or more cards, draw an additional card. If an instant or sorcery spell you cast would deal damage to a permanent or player, it deals 1 additional damage to that permanent or player.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Ral's Vanguard

Vanguard

Requirement — Your starting deck contains only instant, sorcery, and land cards.

Starting hand size +1 Starting life total -5

If an instant or sorcery spell you cast would cause you to draw one or more cards, draw an additional card. If an instant or sorcery spell you cast would deal damage to a permanent or player, it deals 1 additional damage to that permanent or player.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Ral's Vanguard

Vanguard

Requirement — Your starting deck contains only instant, sorcery, and land cards.

Starting hand size +1 Starting life total -5

If an instant or sorcery spell you cast would cause you to draw one or more cards, draw an additional card. If an instant or sorcery spell you cast would deal damage to a permanent or player, it deals 1 additional damage to that permanent or player.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Ral's Vanguard

Vanguard

Requirement — Your starting deck contains only instant, sorcery, and land cards.

Starting hand size +1 Starting life total -5

If an instant or sorcery spell you cast would cause you to draw one or more cards, draw an additional card. If an instant or sorcery spell you cast would deal damage to a permanent or player, it deals 1 additional damage to that permanent or player.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast