

Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ancestral Mask Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Mask Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Mask Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Mask Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armadillo Cloak 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armadillo Cloak 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armadillo Cloak 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armadillo Cloak 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cartouche of Solidarity W Enchantment -- Aura Cartouche Enchant creature you control When this Aura enters, create a 1/1 white Warrior creature token with vigilance. Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cartouche of Solidarity W Enchantment -- Aura Cartouche Enchant creature you control When this Aura enters, create a 1/1 white Warrior creature token with vigilance. Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Rancor Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rancor Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rancor Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel's Eyes Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel's Eyes Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Silhana Ledgewalker ①⑥ Creature -- Elf Rogue Hexproof (This creature can't be the target of spells or abilities your opponents control.) This creature can't be blocked except by creatures with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silhana Ledgewalker ①⑥ Creature -- Elf Rogue Hexproof (This creature can't be the target of spells or abilities your opponents control.) This creature can't be blocked except by creatures with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silhana Ledgewalker ①⑥ Creature -- Elf Rogue Hexproof (This creature can't be the target of spells or abilities your opponents control.) This creature can't be blocked except by creatures with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slippery Bogle ⑥/U Creature -- Beast Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Slippery Bogle ⑥/U Creature -- Beast Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slippery Bogle ⑥/U Creature -- Beast Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slippery Bogle ⑥/U Creature -- Beast Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirit Link Ⓜ Enchantment -- Aura Enchant creature (Target a creature as you cast this. This card enters attached to that creature.) Whenever enchanted creature deals damage, you gain that much life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flaring Pain Instant Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flaring Pain Instant Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Freewind Falcon Creature -- Bird Flying, protection from red [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Freewind Falcon Creature -- Bird Flying, protection from red [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Standard Bearer 1 W Creature -- Human Flagbearer While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo's Safekeeping G Instant Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo's Safekeeping G Instant Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
---	--	--	--