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| <p><b>Ajani, Caller of the Pride</b> (1)(W)(W)</p> <p>Legendary Planeswalker -- Ajani</p> <p>[+1]: Put a +1/+1 counter on up to one target creature.<br/> [-3]: Target creature gains flying and double strike until end of turn.<br/> [-8]: Create X 2/2 white Cat creature tokens, where X is your life total.</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                          | <p><b>Ajani, Caller of the Pride</b> (1)(W)(W)</p> <p>Legendary Planeswalker -- Ajani</p> <p>[+1]: Put a +1/+1 counter on up to one target creature.<br/> [-3]: Target creature gains flying and double strike until end of turn.<br/> [-8]: Create X 2/2 white Cat creature tokens, where X is your life total.</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                          | <p><b>Botanical Brawler</b> (G)(W)</p> <p>Creature -- Elemental Warrior</p> <p>Trample<br/> This creature enters with two +1/+1 counters on it.<br/> Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature.</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Botanical Brawler</b> (G)(W)</p> <p>Creature -- Elemental Warrior</p> <p>Trample<br/> This creature enters with two +1/+1 counters on it.<br/> Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature.</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Botanical Brawler</b> (G)(W)</p> <p>Creature -- Elemental Warrior</p> <p>Trample<br/> This creature enters with two +1/+1 counters on it.<br/> Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature.</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Botanical Brawler</b> (G)(W)</p> <p>Creature -- Elemental Warrior</p> <p>Trample<br/> This creature enters with two +1/+1 counters on it.<br/> Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature.</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Brushland</b></p> <p>Land</p> <p>{T}: Add {C}.<br/> {T}: Add {G} or {W}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                      | <p><b>Brushland</b></p> <p>Land</p> <p>{T}: Add {C}.<br/> {T}: Add {G} or {W}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                      |

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| <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                    |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                    | <div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Hushwood Verge</div><div>Land</div><div><div>{T}: Add {G}.</div><div>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Hushwood Verge</div><div>Land</div><div><div><div>{T}: Add {G}.</div><div>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                            | <div><div><div>Hushwood Verge</div><div>Land</div><div><div><div>{T}: Add {G}.</div><div>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                            | <div><div><div>Hushwood Verge</div><div>Land</div><div><div><div>{T}: Add {G}.</div><div>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                      | <div><div><div>Innkeeper's Talent</div><div>Enchantment -- Class</div><div><div>(Gain the next level as a sorcery to add its ability.)</div><div>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.</div><div>{G}: Level 2</div><div>Permanents you control with counters on them have ward {1}.</div><div>{3}{G}: Level 3</div><div>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Innkeeper's Talent</div><div>Enchantment -- Class</div><div><div>(Gain the next level as a sorcery to add its ability.)</div><div>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.</div><div>{G}: Level 2</div><div>Permanents you control with counters on them have ward {1}.</div><div>{3}{G}: Level 3</div><div>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Innkeeper's Talent</div><div>Enchantment -- Class</div><div><div>(Gain the next level as a sorcery to add its ability.)</div><div>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.</div><div>{G}: Level 2</div><div>Permanents you control with counters on them have ward {1}.</div><div>{3}{G}: Level 3</div><div>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kutzil, Malamet Exemplar</div><div>Legendary Creature -- Cat Warrior</div><div><div>Your opponents can't cast spells during your turn.</div><div>Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kutzil, Malamet Exemplar</div><div>Legendary Creature -- Cat Warrior</div><div><div>Your opponents can't cast spells during your turn.</div><div>Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                       |

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| <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                         | <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                         | <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                         | <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                         |
| <div>Mossborn Hydra</div> <div>26</div> <div>Creature -- Elemental Hydra</div> <div>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it.<br/>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mossborn Hydra</div> <div>26</div> <div>Creature -- Elemental Hydra</div> <div>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it.<br/>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mossborn Hydra</div> <div>26</div> <div>Creature -- Elemental Hydra</div> <div>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it.<br/>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ornery Tumblewagg</div> <div>26</div> <div>Creature -- Brushwagg Mount</div> <div>At the beginning of combat on your turn, put a +1/+1 counter on target creature.<br/>Whenever this creature attacks while saddled, double the number of +1/+1 counters on target creature.<br/>Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Ornery Tumblewagg</b> ②⑥<br>Creature -- Brushwagg Mount<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature.<br>Whenever this creature attacks while saddled, double the number of +1/+1 counters on target creature.<br>Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ornery Tumblewagg</b> ②⑥<br>Creature -- Brushwagg Mount<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature.<br>Whenever this creature attacks while saddled, double the number of +1/+1 counters on target creature.<br>Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ornery Tumblewagg</b> ②⑥<br>Creature -- Brushwagg Mount<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature.<br>Whenever this creature attacks while saddled, double the number of +1/+1 counters on target creature.<br>Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Pawpatch Recruit</b> ⑥<br>Creature -- Rabbit Warrior<br>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Trample<br>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Pawpatch Recruit</b> ⑥<br>Creature -- Rabbit Warrior<br>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Trample<br>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                         | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                               | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                               | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                       |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         | <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         |
| <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Reluctant Role Model 1W</div> <div>Creature -- Human Survivor</div> <div>Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying, lifelink, or +1/+1 counter on it. Whenever this creature or another creature you control dies, if it had counters on it, put those counters on up to one target creature.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Reluctant Role Model 1W</div> <div>Creature -- Human Survivor</div> <div>Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying, lifelink, or +1/+1 counter on it. Whenever this creature or another creature you control dies, if it had counters on it, put those counters on up to one target creature.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Reluctant Role Model</b> (1)(W)<br><hr/> Creature -- Human Survivor<br><hr/> Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying, lifelink, or +1/+1 counter on it. Whenever this creature or another creature you control dies, if it had counters on it, put those counters on up to one target creature.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sheltered by Ghosts</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sheltered by Ghosts</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sheltered by Ghosts</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Shrike Force</b> (2)(W)<br><hr/> Creature -- Bird Knight<br><hr/> Flying, double strike, vigilance<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                       | <b>Shrike Force</b> (2)(W)<br><hr/> Creature -- Bird Knight<br><hr/> Flying, double strike, vigilance<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                       | <b>Snakeskin Veil</b> (G)<br><hr/> Instant<br><hr/> Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                       | <b>Snakeskin Veil</b> (G)<br><hr/> Instant<br><hr/> Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                       |

**G**

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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**G**

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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**X G**

This creature enters with X +1/+1 counters on it. Whenever one or more +1/+1 counters are put on another non-Hydra creature you control, put a +1/+1 counter on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**X G**

This creature enters with X +1/+1 counters on it. Whenever one or more +1/+1 counters are put on another non-Hydra creature you control, put a +1/+1 counter on this creature.

0/0

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① ② G

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.

{3}{3}{G}: Double the number of +1/+1 counters on each creature you control.

**2/2**

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①②

Flying  
If you control five or more untapped lands, this creature enters with two +1/+1 counters and a lifelink counter on it.  
Plot {1}{W} (You may pay {1}{W} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

**2/3**

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W

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

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①②

Exile target artifact, enchantment,  
or creature with power 4 or greater.

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| <div> <b>Goldvein Hydra</b> <span>(X)(G)</span> </div> <div>           Creature -- Hydra         </div> <div> <p>Vigilance, trample, haste<br/>           This creature enters with X +1/+1 counters on it.<br/>           When this creature dies, create a number of tapped Treasure tokens equal to its power.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                         | <div> <b>Hard-Hitting Question</b> <span>(G)</span> </div> <div>           Sorcery         </div> <div> <p>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                            | <div> <b>Ozolith, the Shattered Spire</b> <span>(1)(G)</span> </div> <div>           Legendary Artifact         </div> <div> <p>If one or more +1/+1 counters would be put on an artifact or creature you control, that many plus one +1/+1 counters are put on it instead.<br/>           {1}{G}, {T}: Put a +1/+1 counter on target artifact or creature you control. Activate only as a sorcery.<br/>           Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Pawpatch Formation</b> <span>(1)(G)</span> </div> <div>           Instant         </div> <div> <p>Choose one --<br/>           * Destroy target creature with flying.<br/>           * Destroy target enchantment.<br/>           * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Requisition Raid</b> <span>(W)</span> </div> <div>           Sorcery         </div> <div> <p>Spree (Choose one or more additional costs.)<br/>           + {1} -- Destroy target artifact.<br/>           + {1} -- Destroy target enchantment.<br/>           + {1} -- Put a +1/+1 counter on each creature target player controls.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Surge of Salvation</b> <span>(W)</span> </div> <div>           Instant         </div> <div> <p>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Tender Wildguide</b> <span>(1)(G)</span> </div> <div>           Creature -- Possum Druid         </div> <div> <p>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>           {T}: Add one mana of any color.<br/>           {T}: Put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |