Abundant Growth {G}

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancestral Mask {2}{G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2 for each other enchantment on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ethereal Armor {W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each enchantment you control and has first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Zalewski III, Dan - Bogles (Paupergenesis - CubeCon DMV) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Ethereal Armor {W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each enchantment you control and has first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gladecover Scout (G)

Creature -- Elf Scout

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

1/1

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Playtest cards - Zalewski III, Dan - Bogles (Paupergenesis - CubeCon DMV) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Gladecover Scout {G}

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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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ram Through {1}{G}

Instant

Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rancor {G}

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 PLAY botbox.dev

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Enchant creature
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When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silhana Ledgewalker {1}{G}

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 PLAY botbox.dev

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This creature can't be blocked except by creatures with flying.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slippery Bogle {G/U}

Creature -- Beast

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

1/1

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

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Link {W}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Link {W}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Utopia Sprawl (G)

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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancestral Mask (2)(G)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2 for each other enchantment on the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flaring Pain (1)(R)

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]

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Mask of Law and Grace (W)

Enchantment -- Aura

Enchant creature
Enchanted creature has protection from black and from red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mask of Law and Grace (W)

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[sideboard]

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Ram Through (1)(G)

Instant

Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Link (W)

Enchantment -- Aura

Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)
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Whenever enchanted creature deals damage, you gain that much life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

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[sideboard]

1/1

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[sideboard]

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