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| <div><div>All That Glitters<div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div>Aqueous Form<div>U</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature can't be blocked. Whenever enchanted creature attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Audacity<div>G</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Audacity<div>G</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Audacity<div>G</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Audacity<div>G</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        |

U

Enchant creature  
Enchanted creature has "Whenever  
this creature deals combat damage to  
a player, draw a card."  
As long as enchanted creature is  
legendary, it gets +1/+1 and has  
ward {1}. (Whenever enchanted  
creature becomes the target of a  
spell or ability an opponent  
controls, counter it unless that  
player pays {1}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Enchant creature  
Enchanted creature gets +1/+1 and  
has "Whenever this creature deals  
combat damage to a player, you may  
draw a card."  
At the beginning of your end step,  
if you didn't attack with a creature  
this turn, sacrifice this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Enchant creature  
Enchanted creature gets +1/+1 and  
has "Whenever this creature deals  
combat damage to a player, you may  
draw a card."  
At the beginning of your end step,  
if you didn't attack with a creature  
this turn, sacrifice this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Enchant creature  
Enchanted creature gets +1/+1 and  
has "Whenever this creature deals  
combat damage to a player, you may  
draw a card."  
At the beginning of your end step,  
if you didn't attack with a creature  
this turn, sacrifice this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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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| <p><b>Gladecover Scout</b> (G)</p> <p>Creature -- Elf Scout</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                        | <p><b>Gladecover Scout</b> (G)</p> <p>Creature -- Elf Scout</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                     | <p><b>Gladecover Scout</b> (G)</p> <p>Creature -- Elf Scout</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                            | <p><b>Gladecover Scout</b> (G)</p> <p>Creature -- Elf Scout</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                            |
| <p><b>Gryff's Boon</b> (W)</p> <p>Enchantment -- Aura</p> <p>Enchant creature<br/>Enchanted creature gets +1/+0 and has flying.<br/>{3}{W}: Return this card from your graveyard to the battlefield attached to target creature.<br/>Activate only as a sorcery.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Kaya's Ghostform</b> (B)</p> <p>Enchantment -- Aura</p> <p>Enchant creature or planeswalker you control<br/>When enchanted permanent dies or is put into exile, return that card to the battlefield under your control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Kellan, the Fae-Blooded</b> (2)(R)</p> <p>Legendary Creature -- Human Faerie</p> <p>Double strike<br/>Other creatures you control get +1/+0 for each Aura and Equipment attached to Kellan.</p> <p>2/2</p> <p>----- ADVENTURE -----</p> <p><b>Birthright Boon</b> (1)(W)</p> <p>Sorcery -- Adventure</p> <p>Search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Kellan, the Fae-Blooded</b> (2)(R)</p> <p>Legendary Creature -- Human Faerie</p> <p>Double strike<br/>Other creatures you control get +1/+0 for each Aura and Equipment attached to Kellan.</p> <p>2/2</p> <p>----- ADVENTURE -----</p> <p><b>Birthright Boon</b> (1)(W)</p> <p>Sorcery -- Adventure</p> <p>Search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - akabahihumi - Pioneer (Pioneer Spark!! ONLINE -Remote- 1st)

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.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Light-Paws, Emperor's Voice</b> ①②<br><hr/> Legendary Creature -- Fox Advisor<br><hr/> Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Light-Paws, Emperor's Voice</b> ①②<br><hr/> Legendary Creature -- Fox Advisor<br><hr/> Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Light-Paws, Emperor's Voice</b> ①②<br><hr/> Legendary Creature -- Fox Advisor<br><hr/> Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Light-Paws, Emperor's Voice</b> ①②<br><hr/> Legendary Creature -- Fox Advisor<br><hr/> Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Mana Confluence</b><br><hr/> Land<br><hr/> {T}, Pay 1 life: Add one mana of any color.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                 | <b>Mana Confluence</b><br><hr/> Land<br><hr/> {T}, Pay 1 life: Add one mana of any color.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                 | <b>Mana Confluence</b><br><hr/> Land<br><hr/> {T}, Pay 1 life: Add one mana of any color.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                 | <b>Mana Confluence</b><br><hr/> Land<br><hr/> {T}, Pay 1 life: Add one mana of any color.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                 |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev</div> | <div>Saiba Cryptomancer 1U</div> <div>Creature -- Moonfolk Ninja</div> <div>Flash<br/>Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.)<br/>Hexproof</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Saiba Cryptomancer 1U</div> <div>Creature -- Moonfolk Ninja</div> <div>Flash<br/>Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.)<br/>Hexproof</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Saiba Cryptomancer 1U</div> <div>Creature -- Moonfolk Ninja</div> <div>Flash<br/>Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.)<br/>Hexproof</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div>Seachrome Coast</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                  | <div> <div>Seachrome Coast</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                  | <div> <div>Seachrome Coast</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                  | <div> <div> <div>Sealight's Eyes</div> <div> <div>W</div> </div> </div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has vigilance.</p> <p>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                   |
| <div> <div> <div>Sheltered by Ghosts</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature you control</p> <p>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</p> <p>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Sheltered by Ghosts</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature you control</p> <p>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</p> <p>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Sheltered by Ghosts</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature you control</p> <p>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</p> <p>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Sheltered by Ghosts</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature you control</p> <p>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</p> <p>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div>Staggering Insight</div><div><div>W</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has lifelink and "Whenever this creature deals combat damage to a player, draw a card."</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Staggering Insight</div><div><div>W</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has lifelink and "Whenever this creature deals combat damage to a player, draw a card."</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Staggering Insight</div><div><div>W</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has lifelink and "Whenever this creature deals combat damage to a player, draw a card."</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Staggering Insight</div><div><div>W</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has lifelink and "Whenever this creature deals combat damage to a player, draw a card."</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                          | <div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                          | <div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                          | <div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                          |

## 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.

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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.

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## Toadstool Admirer

Creature -- Ouphe

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

{3}{6}: Put a +1/+1 counter on this creature.

1/1

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**Toadstool Admirer**

Creature -- Ouphe

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)  
{3}{G}: Put a +1/+1 counter on this creature.

1/1

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**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.)

[sidebar]

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## Damping Sphere (2)

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

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## Damping Sphere (2)

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

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## Forest

Basic Land -- Forest

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

[sidebar]

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| <div> <div>Restoration Magic</div> <div>Instant</div> <div> <p>Tiered (Choose one additional cost.)</p> <p>* Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn.</p> <p>* Cura -- {1} -- Target permanent gains hexproof and indestructible until end of turn. You gain 3 life.</p> <p>* Curaga -- {3}{W} -- Permanents you control gain hexproof and indestructible until end of turn. You gain 6 life.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Restoration Magic</div> <div>Instant</div> <div> <p>Tiered (Choose one additional cost.)</p> <p>* Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn.</p> <p>* Cura -- {1} -- Target permanent gains hexproof and indestructible until end of turn. You gain 3 life.</p> <p>* Curaga -- {3}{W} -- Permanents you control gain hexproof and indestructible until end of turn. You gain 6 life.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Shardmage's Rescue</div> <div>Enchantment -- Aura</div> <div> <p>Flash</p> <p>Enchant creature you control</p> <p>As long as this Aura entered this turn, enchanted creature has hexproof.</p> <p>Enchanted creature gets +1/+1.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Shardmage's Rescue</div> <div>Enchantment -- Aura</div> <div> <p>Flash</p> <p>Enchant creature you control</p> <p>As long as this Aura entered this turn, enchanted creature has hexproof.</p> <p>Enchanted creature gets +1/+1.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Slip Out the Back</div> <div>Instant</div> <div> <p>Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.)</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                 | <div> <div>Slip Out the Back</div> <div>Instant</div> <div> <p>Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.)</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                 | <div> <div>Soulless Jailer</div> <div>Artifact Creature -- Phyrexian Golem</div> <div> <p>Permanent cards in graveyards can't enter the battlefield.</p> <p>Players can't cast noncreature spells from graveyards or exile.</p> </div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>  | <div> <div>Soulless Jailer</div> <div>Artifact Creature -- Phyrexian Golem</div> <div> <p>Permanent cards in graveyards can't enter the battlefield.</p> <p>Players can't cast noncreature spells from graveyards or exile.</p> </div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>  |

Playtest cards - akabahihumi - Pioneer (Pioneer Spark!! ONLINE -Remote- 1st)

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.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> <b>Storm Herald</b> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Shaman</div> <div> <div>Haste</div> <div> When this creature enters, return any number of Aura cards from your graveyard to the battlefield attached to creatures you control. Exile those Auras at the beginning of your next end step. If those Auras would leave the battlefield, exile them instead of putting them anywhere else. </div> <div>[sideboard]</div> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Tormod's Crypt</b> <div> <div>0</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Tormod's Crypt</b> <div> <div>0</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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