

Armored Armadillo W Creature -- Armadillo Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) {3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armored Armadillo W Creature -- Armadillo Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) {3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armored Armadillo W Creature -- Armadillo Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) {3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armored Armadillo W Creature -- Armadillo Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) {3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Avatar Destiny 2 G G Enchantment -- Aura Enchant creature you control Enchanted creature gets +1/+1 for each creature card in your graveyard and is an Avatar in addition to its other types. When enchanted creature dies, mill cards equal to its power. Return this card to its owner's hand and up to one creature card milled this way to the battlefield under your control. 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	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	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

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	Feather of Flight Enchantment -- Aura Flash Enchant creature When this Aura enters, draw a card. Enchanted creature gets +1/+0 and has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feather of Flight Enchantment -- Aura Flash Enchant creature When this Aura enters, draw a card. Enchanted creature gets +1/+0 and has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Hushwood Verge

Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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Lightwheel Enhancements

Enchantment -- Aura

Enchant creature or Vehicle
Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
Enchanted permanent gets +1/+1 and has vigilance.
Max speed -- You may cast this card from your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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Max speed -- You may cast this card from your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Meltstrider's Resolve (G)

Enchantment -- Aura

Enchant creature you control
When this Aura enters, enchanted
creature fights up to one target
creature an opponent controls. (Each
deals damage equal to its power to
the other.)
Enchanted creature gets +0/+2 and
can't be blocked by more than one
creature.

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Enchant creature you control
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creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Optimistic Scavenger (W)

Creature -- Human Scout

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

1/1

Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Royal Treatment Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Royal Treatment Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Royal Treatment Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Royal Treatment Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

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Flash
Enchant creature you control
As long as this Aura entered this
turn, enchanted creature has
hexproof.
Enchanted creature gets +1/+1.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Enchant creature you control
When this Aura enters, exile target
nonland permanent an opponent
controls until this Aura leaves the
battlefield.
Enchanted creature gets +1/+0 and
has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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When this Aura enters, exile target
nonland permanent an opponent
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Enchanted creature gets +1/+0 and
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Enchanted creature gets +1/+0 and
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(W/U) (W/U)

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

(W/U) (W/U)

ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

(W/U) (W/U)

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

Skyward Spider W/U W/U Creature -- Spider Human Hero Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toadstool Admirer G 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toadstool Admirer G 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toadstool Admirer G 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Beyond the Quiet 3 W W Sorcery Exile all creatures and Spacecraft. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crumb and Get It W Instant Gift a Food (You may promise an opponent a gift as you cast this spell. If you do, they create a Food token before its other effects. It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Target creature you control gets +2/+2 until end of turn. If the gift was promised, that creature also gains indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleeting Flight W Instant Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleeting Flight W Instant Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Entryway 1 W Enchantment -- Room When you unlock this door, create a 1/1 white Glimmer enchantment creature token. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Elegant Rotunda 2 W Enchantment -- Room When you unlock this door, put a +1/+1 counter on each of up to two target creatures. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intrepid Tenderfoot 1 G Creature -- Insect Citizen {3}: Put a +1/+1 counter on this creature. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intrepid Tenderfoot 1 G Creature -- Insect Citizen {3}: Put a +1/+1 counter on this creature. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rocky Rebuke 1 G Instant Target creature you control deals damage equal to its power to target creature an opponent controls. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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