

Alpha Authority Enchantment -- Aura Enchant creature Enchanted creature has hexproof and can't be blocked by more than one creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Audacity Enchantment -- Aura Enchant creature 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. BACK FACE Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. BACK FACE Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Branchloft Pathway Land {T}: Add {G}. BACK FACE Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartouche of Solidarity 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 PLAY botbox.dev	Daybreak Coronet Enchantment -- Aura Enchant creature with another Aura attached to it Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daybreak Coronet Enchantment -- Aura Enchant creature with another Aura attached to it Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Gladecover Scout Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gladecover Scout Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gladecover Scout Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gladecover Scout Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gryff's Boon Enchantment -- Aura Enchant creature Enchanted creature gets +1/+0 and has flying. {3}{W}: Return this card from your graveyard to the battlefield attached to target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gryff's Boon Enchantment -- Aura Enchant creature Enchanted creature gets +1/+0 and has flying. {3}{W}: Return this card from your graveyard to the battlefield attached to target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gryff's Boon Enchantment -- Aura Enchant creature Enchanted creature gets +1/+0 and has flying. {3}{W}: Return this card from your graveyard to the battlefield attached to target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horizon Canopy Land {T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Light-Paws, Emperor's Voice Legendary Creature -- Fox Advisor 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Light-Paws, Emperor's Voice Legendary Creature -- Fox Advisor 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Light-Paws, Emperor's Voice Legendary Creature -- Fox Advisor 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. 2/2 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
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Land

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Enchantment -- Aura

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Enchantment -- Aura

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Beast

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

G/U

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

1/1

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G/U

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

Enchant creature
Enchanted creature gets +1/+1 and
has protection from creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Activated abilities of artifacts
can't be activated.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Activated abilities of artifacts
can't be activated.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Activated abilities of artifacts
can't be activated.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

```
Noncreature spells with mana value 4
or greater can't be cast.
Noncreature spells with {X} in their
mana costs can't be cast.
```

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

```
Noncreature spells with mana value 4
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Noncreature spells with {X} in their
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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

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Noncreature spells with mana value 4
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Noncreature spells with {X} in their
mana costs can't be cast.
```

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W W

If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sidebar]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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