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| <div><div><div>Abundant Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Abundant Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Abundant Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Abundant Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                             |
| <div><div><div>Ancestral Mask</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+2 for each other enchantment on the battlefield.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div><div>Ancestral Mask</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+2 for each other enchantment on the battlefield.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div><div>Ancestral Mask</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+2 for each other enchantment on the battlefield.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div><div>Armadillo Cloak</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>Whenever enchanted creature deals damage, you gain that much life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Armadillo Cloak</div><div><div>1</div><div>G</div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>Whenever enchanted creature deals damage, you gain that much life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Armadillo Cloak</div><div><div>1</div><div>G</div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>Whenever enchanted creature deals damage, you gain that much life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Armadillo Cloak</div><div><div>1</div><div>G</div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>Whenever enchanted creature deals damage, you gain that much life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Deceptive Landscape</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Ethereal Armor</div><div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div>Ethereal Armor</div><div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div>Ethereal Armor</div><div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div>Ethereal Armor</div><div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                      |

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| <div><div><div>Favor of the Overbeing 16/U</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>As long as enchanted creature is green, it gets +1/+1 and has vigilance.<br/>As long as enchanted creature is blue, it gets +1/+1 and has flying.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Favor of the Overbeing 16/U</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>As long as enchanted creature is green, it gets +1/+1 and has vigilance.<br/>As long as enchanted creature is blue, it gets +1/+1 and has flying.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Favor of the Overbeing 16/U</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>As long as enchanted creature is green, it gets +1/+1 and has vigilance.<br/>As long as enchanted creature is blue, it gets +1/+1 and has flying.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                    | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                    |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gladecover Scout</div> <div>6</div> <div>Creature -- Elf Scout</div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gladecover Scout</div> <div>6</div> <div>Creature -- Elf Scout</div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Gladecover Scout</b> <span>⑥</span><br>Creature -- Elf Scout<br>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                              | <b>Gladecover Scout</b> <span>⑥</span><br>Creature -- Elf Scout<br>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Malevolent Rumble</b> <span>①⑥</span><br>Sorcery<br>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Malevolent Rumble</b> <span>①⑥</span><br>Sorcery<br>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Malevolent Rumble</b> <span>①⑥</span><br>Sorcery<br>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<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                                                                                                                                                                                                                                   | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                   |

**G**

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

**G**

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

Ⓒ

Enchant creature  
Enchanted creature gets +2/+0 and  
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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

**G**

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

W

Enchant creature  
Enchanted creature gets +1/+1 and  
has vigilance.  
Escape--{W}, Exile two other cards  
from your graveyard. (You may cast  
this card from your graveyard for  
its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchant creature  
Enchanted creature gets +1/+1 and  
has vigilance.  
Escape--{W}, Exile two other cards  
from your graveyard. (You may cast  
this card from your graveyard for  
its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchant creature  
Enchanted creature gets +1/+1 and  
has vigilance.  
Escape--[W], Exile two other cards  
from your graveyard. (You may cast  
this card from your graveyard for  
its escape cost.)

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## Land

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

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| <div><div>Silhana Ledgerwalker</div><div>①⑥</div></div> <div><div>Creature -- Elf Rogue</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>This creature can't be blocked except by creatures with flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Silhana Ledgerwalker</div><div>①⑥</div></div> <div><div>Creature -- Elf Rogue</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>This creature can't be blocked except by creatures with flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Silhana Ledgerwalker</div><div>①⑥</div></div> <div><div>Creature -- Elf Rogue</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>This creature can't be blocked except by creatures with flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Slippery Bogle</div><div>⑥/U</div></div> <div><div>Creature -- Beast</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               |
| <div><div>Slippery Bogle</div><div>⑥/U</div></div> <div><div>Creature -- Beast</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Slippery Bogle</div><div>⑥/U</div></div> <div><div>Creature -- Beast</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Slippery Bogle</div><div>⑥/U</div></div> <div><div>Creature -- Beast</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Tranquil Landscape</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Freewind Falcon</div> <div>Creature -- Bird</div> <div>Flying, protection from red<br/>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 | <div>Freewind Falcon</div> <div>Creature -- Bird</div> <div>Flying, protection from red<br/>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 | <div>Freewind Falcon</div> <div>Creature -- Bird</div> <div>Flying, protection from red<br/>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 | <div>Freewind Falcon</div> <div>Creature -- Bird</div> <div>Flying, protection from red<br/>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 |

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| <b>Lifelink</b> <span>(W)</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature has lifelink.<br>(Damage dealt by the creature also causes its controller to gain that much life.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                   | <b>Ram Through</b> <span>(1)(G)</span><br><hr/> Instant<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                 | <b>Ram Through</b> <span>(1)(G)</span><br><hr/> Instant<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                 | <b>Ram Through</b> <span>(1)(G)</span><br><hr/> Instant<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                 |
| <b>Spirit Link</b> <span>(W)</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)<br>Whenever enchanted creature deals damage, you gain that much life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Standard Bearer</b> <span>(1)(W)</span><br><hr/> Creature -- Human Flagbearer<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Standard Bearer</b> <span>(1)(W)</span><br><hr/> Creature -- Human Flagbearer<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Standard Bearer</b> <span>(1)(W)</span><br><hr/> Creature -- Human Flagbearer<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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