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| <div><div><div>Banner of Kinship</div><div>Artifact</div><div>As this artifact enters, choose a creature type. This artifact enters with a fellowship counter on it for each creature you control of the chosen type.<br/>Creatures you control of the chosen type get +1/+1 for each fellowship counter on this artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             |
| <div><div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  | <div><div><div>Finneas, Ace Archer</div><div>Legendary Creature -- Rabbit Archer</div><div>Reach, vigilance<br/>Whenever Finneas attacks, put a +1/+1 counter on each other creature you control that's a token or a Rabbit. Then if creatures you control have total power 10 or greater, draw a card.</div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Finneas, Ace Archer</div><div>Legendary Creature -- Rabbit Archer</div><div>Reach, vigilance<br/>Whenever Finneas attacks, put a +1/+1 counter on each other creature you control that's a token or a Rabbit. Then if creatures you control have total power 10 or greater, draw a card.</div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Finneas, Ace Archer</div><div>Legendary Creature -- Rabbit Archer</div><div>Reach, vigilance<br/>Whenever Finneas attacks, put a +1/+1 counter on each other creature you control that's a token or a Rabbit. Then if creatures you control have total power 10 or greater, draw a card.</div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Finneas, Ace Archer</b> (G)(W)<br>Legendary Creature -- Rabbit Archer<br>Reach, vigilance<br>Whenever Finneas attacks, put a +1/+1 counter on each other creature you control that's a token or a Rabbit. Then if creatures you control have total power 10 or greater, draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hinterland Sanctifier</b> (W)<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hinterland Sanctifier</b> (W)<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hinterland Sanctifier</b> (W)<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Hinterland Sanctifier</b> (W)<br>Creature -- Rabbit Cleric<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                         | <b>Hop to It</b> (2)(W)<br>Sorcery<br>Create three 1/1 white Rabbit creature tokens.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                            | <b>Hop to It</b> (2)(W)<br>Sorcery<br>Create three 1/1 white Rabbit creature tokens.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                            | <b>Hop to It</b> (2)(W)<br>Sorcery<br>Create three 1/1 white Rabbit creature tokens.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                            |

Playtest cards - Hogar - Standard (????? ???? ???????? No.10)

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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Hop to It</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Create three 1/1 white Rabbit creature tokens.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                           | <div>Hushwood Verge</div> <div>Land</div> <div> <div>{T}: Add {G}.</div> <div>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                             | <div>Hushwood Verge</div> <div>Land</div> <div> <div>{T}: Add {G}.</div> <div>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                             | <div>Hushwood Verge</div> <div>Land</div> <div> <div>{T}: Add {G}.</div> <div>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                             |
| <div>Lupinflower Village</div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {W}. Spend this mana only to cast a creature spell.</div> <div>{1}{W}, {T}, Sacrifice this land: Look at the top six cards of your library. You may reveal a Bat, Bird, Mouse, or Rabbit card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pawpatch Recruit</div> <div> <div>6</div> <div>Creature -- Rabbit Warrior</div> </div> <div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</div> <div>Trample</div> <div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pawpatch Recruit</div> <div> <div>6</div> <div>Creature -- Rabbit Warrior</div> </div> <div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</div> <div>Trample</div> <div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pawpatch Recruit</div> <div> <div>6</div> <div>Creature -- Rabbit Warrior</div> </div> <div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</div> <div>Trample</div> <div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Pawpatch Recruit</div><div>6</div></div><div><div>Creature -- Rabbit Warrior</div><div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Trample<br/>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           |
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## Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control two or fewer other lands.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Restless Prairie

Land

This land enters tapped.  
{T}: Add {G} or {W}.  
{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seasoned Warrenquard

W

Creature -- Rabbit Warrior

Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seasoned Warrenquard

W

Creature -- Rabbit Warrior

Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Season of the Burrow

3 W W

## Sorcery

Choose up to five {P} worth of modes. You may choose the same mode more than once.

{P} -- Create a 1/1 white Rabbit creature token.

{P}{P} -- Exile target nonland permanent. Its controller draws a card.

{P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Season of the Burrow

③ W W

Sorcery

Choose up to five {P} worth of modes. You may choose the same mode more than once.

{P} -- Create a 1/1 white Rabbit creature token.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Season of the Burrow (3)(W)(W)</div><div>Sorcery</div><div>Choose up to five {P} worth of modes. You may choose the same mode more than once.<br/>{P} -- Create a 1/1 white Rabbit creature token.<br/>{P}{P} -- Exile target nonland permanent. Its controller draws a card.<br/>{P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheltered by Ghosts (1)(W)</div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheltered by Ghosts (1)(W)</div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheltered by Ghosts (1)(W)</div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sheltered by Ghosts (1)(W)</div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div>Surge of Salvation (W)</div><div>Instant</div><div>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Surge of Salvation (W)</div><div>Instant</div><div>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Surge of Salvation (W)</div><div>Instant</div><div>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |

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| <div> <div>Surge of Salvation</div> <div>Instant</div> <div>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Three Tree City</div> <div>Legendary Land</div> <div>As Three Tree City enters, choose a creature type.<br/>{T}: Add {C}.<br/>{2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Three Tree City</div> <div>Legendary Land</div> <div>As Three Tree City enters, choose a creature type.<br/>{T}: Add {C}.<br/>{2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Three Tree City</div> <div>Legendary Land</div> <div>As Three Tree City enters, choose a creature type.<br/>{T}: Add {C}.<br/>{2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Valley Mightcaller</div> <div>Creature -- Frog Warrior</div> <div>Trample<br/>Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>       | <div> <div>Valley Mightcaller</div> <div>Creature -- Frog Warrior</div> <div>Trample<br/>Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                   | <div> <div>Valley Mightcaller</div> <div>Creature -- Frog Warrior</div> <div>Trample<br/>Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                   | <div> <div>Valley Mightcaller</div> <div>Creature -- Frog Warrior</div> <div>Trample<br/>Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                   |

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| <b>Valley Questcaller</b> (1)(W)<br>Creature -- Rabbit Warrior<br>Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.<br>Other Rabbits, Bats, Birds, and Mice you control get +1/+1.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  | <b>Valley Questcaller</b> (1)(W)<br>Creature -- Rabbit Warrior<br>Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.<br>Other Rabbits, Bats, Birds, and Mice you control get +1/+1.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  | <b>Valley Questcaller</b> (1)(W)<br>Creature -- Rabbit Warrior<br>Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.<br>Other Rabbits, Bats, Birds, and Mice you control get +1/+1.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  | <b>Valley Questcaller</b> (1)(W)<br>Creature -- Rabbit Warrior<br>Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.<br>Other Rabbits, Bats, Birds, and Mice you control get +1/+1.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Aven Interrupter</b> (1)(W)(W)<br>Creature -- Bird Rogue<br>Flash<br>Flying<br>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br>Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Aven Interrupter</b> (1)(W)(W)<br>Creature -- Bird Rogue<br>Flash<br>Flying<br>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br>Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Aven Interrupter</b> (1)(W)(W)<br>Creature -- Bird Rogue<br>Flash<br>Flying<br>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br>Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Elspeth's Smite</b> (W)<br>Instant<br>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                |

Playtest cards - Hogar - Standard (????? ??? ???? No.10)

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

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| <div><div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>          | <div><div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>          | <div><div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>          | <div><div><div>Glass Casket</div><div>Artifact</div><div>When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Glass Casket</div><div>Artifact</div><div>When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Glass Casket</div><div>Artifact</div><div>When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Glass Casket</div><div>Artifact</div><div>When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Joust Through</div><div>Instant</div><div>Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                     |

W

Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

W

Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life.

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