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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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |

① G W

Enchant creature  
Enchanted creature gets +2/+2 and  
has trample.  
Whenever enchanted creature deals  
damage, you gain that much life.

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① ② ③

Enchant creature  
Enchanted creature gets +2/+2 and  
has trample.  
Whenever enchanted creature deals  
damage, you gain that much life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Enchant creature  
Enchanted creature gets +2/+2 and  
has trample.  
Whenever enchanted creature deals  
damage, you gain that much life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Enchant creature  
Enchanted creature gets +2/+2 and  
has trample.  
Whenever enchanted creature deals  
damage, you gain that much life.

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**Cartouche of Solidarity** (W)

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.)

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Ethereal Armor (W)

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

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Ethereal Armor 

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)

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

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| <div><div>Ethereal Armor</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gladecover Scout</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> | <div><div>Gladecover Scout</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> | <div><div>Gladecover Scout</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> |

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| <b>Gladecover Scout</b> <span>Ⓞ</span><br><hr/> Creature -- Elf Scout<br><hr/> Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                              | <b>Lifelink</b> <span>Ⓜ</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                         | <b>Malevolent Rumble</b> <span>①Ⓞ</span><br><hr/> Sorcery<br><hr/> 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Malevolent Rumble</b> <span>①Ⓞ</span><br><hr/> Sorcery<br><hr/> 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Malevolent Rumble</b> <span>①Ⓞ</span><br><hr/> Sorcery<br><hr/> 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Malevolent Rumble</b> <span>①Ⓞ</span><br><hr/> Sorcery<br><hr/> 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                   | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                   |

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| <div><div><div><div><div><div></div><div><b>Rancor</b></div><div><div>G</div></div></div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                          | <div><div><div><div><div><div></div><div><b>Rancor</b></div><div><div>G</div></div></div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div><div><div><div><div></div><div><b>Rancor</b></div><div><div>G</div></div></div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div><div><div><div><div></div><div><b>Rancor</b></div><div><div>G</div></div></div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              |
| <div><div><div><div><div><div></div><div><b>Sentinel's Eyes</b></div><div><div>W</div></div></div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Sheltering Landscape</b></div><div><div></div></div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Sheltering Landscape</b></div><div><div></div></div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Sheltering Landscape</b></div><div><div></div></div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Silhana Ledgewalker</b> ①⑥<br>Creature -- Elf Rogue<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Silhana Ledgewalker</b> ①⑥<br>Creature -- Elf Rogue<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Silhana Ledgewalker</b> ①⑥<br>Creature -- Elf Rogue<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Slippery Bogle</b> ⑥/U<br>Creature -- Beast<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>Slippery Bogle</b> ⑥/U<br>Creature -- Beast<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>Slippery Bogle</b> ⑥/U<br>Creature -- Beast<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>Slippery Bogle</b> ⑥/U<br>Creature -- Beast<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>Spirit Link</b> ①W<br>Enchantment -- Aura<br>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><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. | <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. | <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. | <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. |
| <b>End the Festivities</b> <span>Ⓡ</span><br><hr/> Sorcery<br><hr/> End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.                                                                       | <b>End the Festivities</b> <span>Ⓡ</span><br><hr/> Sorcery<br><hr/> End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.                                                                       | <b>Flaring Pain</b> <span>1</span> <span>Ⓡ</span><br><hr/> Instant<br><hr/> Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)                             | <b>Flaring Pain</b> <span>1</span> <span>Ⓡ</span><br><hr/> Instant<br><hr/> Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)                             |
| [sideboard]                                                                                                                                                                                                                                    | [sideboard]                                                                                                                                                                                                                                    | [sideboard]                                                                                                                                                                                                                                    | [sideboard]                                                                                                                                                                                                                                    |
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① R

Damage can't be prevented this turn.  
Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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① ② W

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① W

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

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| <div data-bbox="113 120 306 155">Spirit Link</div> <div data-bbox="512 120 546 155">W</div> <div data-bbox="113 165 348 190">Enchantment -- Aura</div> <div data-bbox="113 206 539 328"> <p>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.</p> </div> <div data-bbox="113 350 249 375">[sideboard]</div> <div data-bbox="113 727 550 743">PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div data-bbox="594 120 785 155">Spirit Link</div> <div data-bbox="989 120 1022 155">W</div> <div data-bbox="594 165 827 190">Enchantment -- Aura</div> <div data-bbox="594 206 1018 328"> <p>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.</p> </div> <div data-bbox="594 350 728 375">[sideboard]</div> <div data-bbox="594 727 1029 743">PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div data-bbox="1073 120 1262 155">Spirit Link</div> <div data-bbox="1461 120 1495 155">W</div> <div data-bbox="1073 165 1304 190">Enchantment -- Aura</div> <div data-bbox="1073 206 1497 328"> <p>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.</p> </div> <div data-bbox="1073 350 1207 375">[sideboard]</div> <div data-bbox="1073 727 1507 743">PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |  |
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