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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>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>              |

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GW

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

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{T}: Add {C}.  
Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

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2G

Creatures with power less than this creature's power can't block it. This creature gets +1/+1 for each Aura on the battlefield.

2/2

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This land enters tapped.  
When this land enters, you gain 1 life.  
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
When this land enters, you gain 1 life.  
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><b>Blossoming Sands</b></div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {G} or {W}.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                 | <div><div><b>Blossoming Sands</b></div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {G} or {W}.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                    | <div><div><b>Cartouche of Solidarity</b> (W)</div><div>Enchantment -- Aura Cartouche</div><div><p>Enchant creature you control</p><p>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.</p><p>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Cartouche of Solidarity</b> (W)</div><div>Enchantment -- Aura Cartouche</div><div><p>Enchant creature you control</p><p>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.</p><p>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><b>Cartouche of Solidarity</b> (W)</div><div>Enchantment -- Aura Cartouche</div><div><p>Enchant creature you control</p><p>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.</p><p>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Cartouche of Strength</b> (2)(G)</div><div>Enchantment -- Aura Cartouche</div><div><p>Enchant creature you control</p><p>When this Aura enters, you may have enchanted creature fight target creature an opponent controls. (Each deals damage equal to its power to the other.)</p><p>Enchanted creature gets +1/+1 and has trample.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Ethereal Armor</b> (W)</div><div>Enchantment -- Aura</div><div><p>Enchant creature</p><p>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                      | <div><div><b>Ethereal Armor</b> (W)</div><div>Enchantment -- Aura</div><div><p>Enchant creature</p><p>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                      |

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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>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>Fling</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature.<br/>Fling deals damage equal to the sacrificed creature's power to any target.</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>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>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>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>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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| <div><div><div>Heliod's Pilgrim</div><div><div>2</div><div>W</div></div></div><div><div>Creature -- Human Cleric</div><div>When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.</div><div><div>1/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Khalni Garden</div></div><div><div>Land</div><div>This land enters tapped. When this land enters, create a 0/1 green Plant creature token. {T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             | <div><div><div>Khalni Garden</div></div><div><div>Land</div><div>This land enters tapped. When this land enters, create a 0/1 green Plant creature token. {T}: Add {G}.</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>Rancor</div><div><div>G</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>          | <div><div><div>Rancor</div><div><div>G</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rancor</div><div><div>G</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rancor</div><div><div>G</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <p><b>Silhana Ledgerwalker</b> ①⑥</p> <p>Creature -- Elf Rogue</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Silhana Ledgerwalker</b> ①⑥</p> <p>Creature -- Elf Rogue</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Silhana Ledgerwalker</b> ①⑥</p> <p>Creature -- Elf Rogue</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Silhana Ledgerwalker</b> ①⑥</p> <p>Creature -- Elf Rogue</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Slippery Bogle</b> ⑥/U</p> <p>Creature -- Beast</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              | <p><b>Slippery Bogle</b> ⑥/U</p> <p>Creature -- Beast</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              | <p><b>Slippery Bogle</b> ⑥/U</p> <p>Creature -- Beast</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              | <p><b>Slippery Bogle</b> ⑥/U</p> <p>Creature -- Beast</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              |

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| <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> | <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> | <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> | <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> |
| <div><div>Crimson Acolyte</div><div>Creature -- Human Cleric</div><div>Protection from red<br/>{W}: Target creature gains protection from red until end of turn.<br/><br/>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Crimson Acolyte</div><div>Creature -- Human Cleric</div><div>Protection from red<br/>{W}: Target creature gains protection from red until end of turn.<br/><br/>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           |

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| <b>Electrickery</b> <span>(R)</span><br>Instant<br>Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Flaring Pain</b> <span>(1)(R)</span><br>Instant<br>Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Gut Shot</b> <span>(RP)</span><br>Instant<br>({R/P} can be paid with either {R} or 2 life.)<br>Gut Shot deals 1 damage to any target.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Gut Shot</b> <span>(RP)</span><br>Instant<br>({R/P} can be paid with either {R} or 2 life.)<br>Gut Shot deals 1 damage to any target.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                      |
| <b>Lifelink</b> <span>(W)</span><br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature has lifelink. (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>Natural State</b> <span>(G)</span><br>Instant<br>Destroy target artifact or enchantment with mana value 3 or less.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                        | <b>Natural State</b> <span>(G)</span><br>Instant<br>Destroy target artifact or enchantment with mana value 3 or less.<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>Creature -- Human Flagbearer<br>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 |

## Standard Bearer

① ② W

Creature -- Human Flagbearer

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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Young Wolf

**G**

Creature -- Wolf

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Young Wolf

Ⓒ

Creature -- Wolf

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

[sideboard]

1/1

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