

<div><div><div>Abundant Growth</div><div>Enchantment -- Aura</div><div>Enchant land When this Aura enters, draw a card. 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 When this Aura enters, draw a card. 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 When this Aura enters, draw a card. 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 When this Aura enters, draw a card. 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 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 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 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 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>Armadillo Cloak</div><div><div>1</div><div>G</div><div>W</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Armadillo Cloak</div><div><div>1</div><div>G</div><div>W</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Armadillo Cloak</div><div><div>1</div><div>G</div><div>W</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Armadillo Cloak</div><div><div>1</div><div>G</div><div>W</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Cartouche of Solidarity</div><div><div>W</div></div></div> <div>Enchantment -- Aura Cartouche</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cartouche of Solidarity</div><div><div>W</div></div></div> <div>Enchantment -- Aura Cartouche</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ethereal Armor</div><div><div>W</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature 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>Ethereal Armor</div><div><div>W</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature 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>Ethereal Armor</div><div>Enchantment -- Aura</div><div>Enchant creature 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 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>
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<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>	<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>

<div><div>Malevolent Rumble</div><div>①⑥</div></div> <div>Sorcery</div> <div>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}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Malevolent Rumble</div><div>①⑥</div></div> <div>Sorcery</div> <div>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}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Malevolent Rumble</div><div>①⑥</div></div> <div>Sorcery</div> <div>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}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Malevolent Rumble</div><div>①⑥</div></div> <div>Sorcery</div> <div>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}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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
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
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

{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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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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① ⑥

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
This creature can't be blocked except by creatures with flying.

1/1

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<div> <div>Silhana Ledgerwalker</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Rogue</div> <div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> <div>This creature can't be blocked except by creatures with flying.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Silhana Ledgerwalker</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Rogue</div> <div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> <div>This creature can't be blocked except by creatures with flying.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Slippery Bogle</div> <div> <div>6/0</div> </div> </div> <div> <div>Creature -- Beast</div> <div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Slippery Bogle</div> <div> <div>6/0</div> </div> </div> <div> <div>Creature -- Beast</div> <div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Slippery Bogle</div> <div> <div>6/0</div> </div> </div> <div> <div>Creature -- Beast</div> <div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Slippery Bogle</div> <div> <div>6/0</div> </div> </div> <div> <div>Creature -- Beast</div> <div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tamiyo's Safekeeping</div> <div> <div>6</div> </div> </div> <div> <div>Instant</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tamiyo's Safekeeping</div> <div> <div>6</div> </div> </div> <div> <div>Instant</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest 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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest 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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest 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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest 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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Freewind Falcon</div> <div>Creature -- Bird</div> <div>Flying, protection from red [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 [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 [sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lifelink</div> <div>Enchantment -- Aura</div> <div>Enchant creature Enchanted creature has lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) [sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Lifelink (W) Enchantment -- Aura Enchant creature Enchanted creature has lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ram Through (1)(G) Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ram Through (1)(G) Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Standard Bearer (1)(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] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Standard Bearer (1)(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] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Standard Bearer (1)(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] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo's Safekeeping (G) Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vitality Charm (G) Instant Choose one -- * Create a 1/1 green Insect creature token. * Target creature gets +1/+1 and gains trample until end of turn. * Regenerate target Beast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Vitality Charm</div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Create a 1/1 green Insect creature token. * Target creature gets +1/+1 and gains trample until end of turn. * Regenerate target Beast. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Young Wolf</div> <div> <div>Creature -- Wolf</div> <div> <p>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.)</p> </div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Young Wolf</div> <div> <div>Creature -- Wolf</div> <div> <p>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.)</p> </div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	