

<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>

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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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
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Commune with Spirits (G)

Look at the top four cards of your library. You may reveal an enchantment or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

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Commune with Spirits Ⓞ <hr/> Sorcery <hr/> Look at the top four cards of your library. You may reveal an enchantment or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.	Ethereal Armor Ⓢ <hr/> Enchantment -- Aura <hr/> Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	Ethereal Armor Ⓢ <hr/> Enchantment -- Aura <hr/> Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	Ethereal Armor Ⓢ <hr/> Enchantment -- Aura <hr/> Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.
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Ethereal Armor Ⓢ <hr/> Enchantment -- Aura <hr/> Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	Forest <hr/> Basic Land -- Forest <hr/> ({T}: Add {G}.)	Forest <hr/> Basic Land -- Forest <hr/> ({T}: Add {G}.)	Forest <hr/> Basic Land -- Forest <hr/> ({T}: Add {G}.)
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Basic Land -- Forest

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Creature -- Elf Scout

1/1

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G

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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1/1

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G

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Sorcery

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① ⑥

Sorcery

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Basic Land -- Plains

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<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Rancor</div> <div>Enchantment -- Aura</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Rancor</div> <div>Enchantment -- Aura</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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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>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>
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Utopia Sprawl (G) <hr/> Enchantment -- Aura <hr/> 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.	Utopia Sprawl (G) <hr/> Enchantment -- Aura <hr/> 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.	Utopia Sprawl (G) <hr/> Enchantment -- Aura <hr/> 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.	Utopia Sprawl (G) <hr/> Enchantment -- Aura <hr/> 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.
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Flaring Pain (1)(R) <hr/> Instant <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]	Flaring Pain (1)(R) <hr/> Instant <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]	Freewind Falcon (1)(W) <hr/> Creature -- Bird <hr/> Flying, protection from red [sideboard]	Freewind Falcon (1)(W) <hr/> Creature -- Bird <hr/> Flying, protection from red [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Young Wolf</div><div>6</div><div>Creature -- Wolf</div><div>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.)</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>Young Wolf</div><div>6</div><div>Creature -- Wolf</div><div>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.)</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>Young Wolf</div><div>6</div><div>Creature -- Wolf</div><div>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.)</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	
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Playtest cards - Pezinho - Pauper (Pauper League)

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 10/10 - 3 cards - 2.5 x 3.5 in each