

<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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① ② ③

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Enchanted creature gets +2/+2 and
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2 G

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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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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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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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 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>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>
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G

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

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Land

This land enters tapped.
When this land enters, create a 0/1
green Plant creature token.
{T}: Add {G}.

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W

Enchant creature
Enchanted creature has lifelink.
(Damage dealt by the creature also
causes its controller to gain that
much life.)

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① ⑥

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}."

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① ⑥

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<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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>
<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>	<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>	<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>	<div><div>Sheltering Landscape</div><div>Land</div><div>{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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Land

{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.)

Creature -- Elf Rogue

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Rogue

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Creature -- Elf Rogue

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Creature -- Beast

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

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Creature -- Beast

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Creature -- Beast

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

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G

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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G

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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Ⓒ

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G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

[sidebar]

1/1

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<div><div><div>Standard Bearer</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Human Flagbearer</div><div>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.</div><div>[sideboard]</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Standard Bearer</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Human Flagbearer</div><div>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.</div><div>[sideboard]</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Tamiyo's Safekeeping</div><div><div>6</div></div></div><div><div>Instant</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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Tamiyo's Safekeeping</div><div><div>6</div></div></div><div><div>Instant</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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
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<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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev</div></div>	