

<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>
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<div><div>Armadillo Cloak</div><div><div>1</div><div>G</div><div>W</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Armadillo Cloak</div><div><div>1</div><div>G</div><div>W</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Armadillo Cloak</div><div><div>1</div><div>G</div><div>W</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Armadillo Cloak</div><div><div>1</div><div>G</div><div>W</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Cartouche of Solidarity</div><div><div>W</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Cartouche of Solidarity</div><div><div>W</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Commune with Spirits</div><div><div>G</div></div></div> <div><div>Sorcery</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ethereal Armor</div><div><div>W</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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G

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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$$(\{T\}: \text{Add } \{W\}.)$$

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment -- Aura

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment - - Aura

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Enchantment - - Aura

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Rogue

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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</div> <div>U</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</div> <div>U</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</div> <div>U</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>
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<div> Utopia Sprawl 6 </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 PLAY botbox.dev </div>	<div> Utopia Sprawl 6 </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 PLAY botbox.dev </div>	<div> Utopia Sprawl 6 </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 PLAY botbox.dev </div>	<div> Utopia Sprawl 6 </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 PLAY botbox.dev </div>
<div> Blighted Agent 1U </div> <div> Creature -- Phyrexian Human Rogue </div> <div> Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) This creature can't be blocked. [sideboard] </div> <div> <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Blighted Agent 1U </div> <div> Creature -- Phyrexian Human Rogue </div> <div> Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) This creature can't be blocked. [sideboard] </div> <div> <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Blighted Agent 1U </div> <div> Creature -- Phyrexian Human Rogue </div> <div> Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) This creature can't be blocked. [sideboard] </div> <div> <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Blighted Agent 1U </div> <div> Creature -- Phyrexian Human Rogue </div> <div> Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) This creature can't be blocked. [sideboard] </div> <div> <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Crimson Acolyte (1)(W) Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crimson Acolyte (1)(W) Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crimson Acolyte (1)(W) Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistener Elf (G) Creature -- Phyrexian Elf Warrior Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Glistener Elf (G) Creature -- Phyrexian Elf Warrior Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistener Elf (G) Creature -- Phyrexian Elf Warrior Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistener Elf (G) Creature -- Phyrexian Elf Warrior Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Lifelink</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature has lifelink.</div> <div>(Damage dealt by the creature also causes its controller to gain that much life.)</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tamiyo's Safekeeping</div> <div> <div>G</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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tamiyo's Safekeeping</div> <div> <div>G</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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

Playtest cards - AoFTW - Pauper (Pauper Challenge 64)

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