

<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>Armadillo Cloak</div> <div>1GW</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>Armadillo Cloak</div> <div>1GW</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>Armadillo Cloak</div> <div>1GW</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>Armadillo Cloak</div> <div>1GW</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>Ash Barrens</div> <div>Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ash Barrens</div> <div>Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ash Barrens</div> <div>Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cartouche of Solidarity</div> <div>W</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>

W

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W

Enchant creature
Enchanted creature gets +1/+1 for
each enchantment you control and has
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$$(\{T\} : \text{Add } \{G\}.)$$

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

<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>
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G

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

1/1

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1/1

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① ②

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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ram Through</div><div>Instant</div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Sentinel's Eyes</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 and has vigilance.</div> <div>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Silhana Ledgewalker</div> <div> <div>1G</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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Silhana Ledgewalker</div> <div> <div>1G</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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Silhana Ledgewalker</div> <div> <div>1G</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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Slippery Bogle</div> <div> <div>6U</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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Slippery Bogle</div> <div> <div>6U</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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Slippery Bogle</div> <div> <div>6U</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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Slippery Bogle</div> <div> <div>6U</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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - Befu - 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;

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<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>

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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Enchanted creature has lifelink.
(Damage dealt by the creature also
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① ⑥

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.

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① ② W

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.

1/1

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① ② W

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1/1

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① ② W

Choose one --

- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
- * Destroy target enchantment.
- * Exile any number of target players' graveyards.

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① ② W

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<div> <div> Thraben Charm <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Young Wolf <div> <div>G</div> </div> </div> <div> <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>[sideboard]</div> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Young Wolf <div> <div>G</div> </div> </div> <div> <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>[sideboard]</div> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	

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