

Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ancestral Mask Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Mask Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Mask Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Mask Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armadillo Cloak 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armadillo Cloak 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armadillo Cloak 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armadillo Cloak 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gladecover Scout 6 Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gladecover Scout 6 Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gladecover Scout 6 Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gladecover Scout 6 Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② G

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

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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.

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Enchanted creature gets +2/+0 and
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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

W

Enchant creature
Enchanted creature gets +1/+1 and
has vigilance.
Escape--[W], Exile two other cards
from your graveyard. (You may cast
this card from your graveyard for
its escape cost.)

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W

Enchant creature
Enchanted creature gets +1/+1 and
has vigilance.
Escape--{W}, Exile two other cards
from your graveyard. (You may cast
this card from your graveyard for
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Enchant creature
Enchanted creature gets +1/+1 and has vigilance.
Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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{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

Silhana Ledgerwalker ①⑥ 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 PLAYbotbox.dev	Silhana Ledgerwalker ①⑥ 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 PLAYbotbox.dev	Silhana Ledgerwalker ①⑥ 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 PLAYbotbox.dev	Slippery Bogle ⑥/U Creature -- Beast Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Slippery Bogle ⑥/U Creature -- Beast Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slippery Bogle ⑥/U Creature -- Beast Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slippery Bogle ⑥/U Creature -- Beast Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirit Link Ⓜ Enchantment -- Aura Enchant creature (Target a creature as you cast this. This card enters attached to that creature.) Whenever enchanted creature deals damage, you gain that much life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Utopia Sprawl Ⓞ Enchantment -- Aura 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utopia Sprawl Ⓞ Enchantment -- Aura 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utopia Sprawl Ⓞ Enchantment -- Aura 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utopia Sprawl Ⓞ Enchantment -- Aura 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Freewind Falcon ①Ⓜ Creature -- Bird Flying, protection from red [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifelink Ⓜ 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	Mask of Law and Grace Ⓜ Enchantment -- Aura Enchant creature Enchanted creature has protection from black and from red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mask of Law and Grace Ⓜ Enchantment -- Aura Enchant creature Enchanted creature has protection from black and from red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mask of Law and Grace W Enchantment -- Aura Enchant creature Enchanted creature has protection from black and from red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ram Through 1G 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 PLAYbotbox.dev	Ram Through 1G 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 PLAYbotbox.dev	Ram Through 1G 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 PLAYbotbox.dev
Scattershot Archer G Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scattershot Archer G Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scattershot Archer G Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scattershot Archer G Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Standard Bearer 1W 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Standard Bearer 1W 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Standard Bearer 1W 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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Playtest cards - Ixidor29 - 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