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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Abundant Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>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<br/>When this Aura enters, draw a card.<br/>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<br/>When this Aura enters, draw a card.<br/>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<br/>When this Aura enters, draw a card.<br/>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<br/>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<br/>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<br/>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<br/>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

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 PLAY botbox.dev

① ② ③

```
Enchant creature
Enchanted creature gets +2/+2 and
has trample.
Whenever enchanted creature deals
damage, you gain that much life.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Enchant creature  
Enchanted creature gets +2/+2 and  
has trample.  
Whenever enchanted creature deals  
damage, you gain that much life.

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, you gain 1 life.  
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, you gain 1 life.  
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 2/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
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| <div><div><b>Blossoming Sands</b></div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {G} or {W}.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                            | <div><div><b>Blossoming Sands</b></div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {G} or {W}.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                             | <div><div><b>Cartouche of Solidarity</b> <span>W</span></div><div>Enchantment -- Aura Cartouche</div><div><p>Enchant creature you control</p><p>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.</p><p>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Cartouche of Solidarity</b> <span>W</span></div><div>Enchantment -- Aura Cartouche</div><div><p>Enchant creature you control</p><p>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.</p><p>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><b>Cartouche of Solidarity</b> <span>W</span></div><div>Enchantment -- Aura Cartouche</div><div><p>Enchant creature you control</p><p>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.</p><p>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Cartouche of Strength</b> <span>2G</span></div><div>Enchantment -- Aura Cartouche</div><div><p>Enchant creature you control</p><p>When this Aura enters, you may have enchanted creature fight target creature an opponent controls. (Each deals damage equal to its power to the other.)</p><p>Enchanted creature gets +1/+1 and has trample.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Ethereal Armor</b> <span>W</span></div><div>Enchantment -- Aura</div><div><p>Enchant creature</p><p>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                      | <div><div><b>Ethereal Armor</b> <span>W</span></div><div>Enchantment -- Aura</div><div><p>Enchant creature</p><p>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                      |

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

**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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

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## Basic Land -- Plains

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

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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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**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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Ⓒ

Enchant creature  
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

**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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| <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> |
| <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>                                                                                      | <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</div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>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<br/>As this Aura enters, choose a color.<br/>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<br/>As this Aura enters, choose a color.<br/>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<br/>As this Aura enters, choose a color.<br/>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>Cartouche of Strength</div> <div>Enchantment -- Aura Cartouche</div> <div>Enchant creature you control<br/>When this Aura enters, you may have enchanted creature fight target creature an opponent controls. (Each deals damage equal to its power to the other.)<br/>Enchanted creature gets +1/+1 and has trample.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gut Shot</div> <div>Instant</div> <div>([R/P] can be paid with either [R] or 2 life.)<br/>Gut Shot deals 1 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           | <div>Gut Shot</div> <div>Instant</div> <div>([R/P] can be paid with either [R] or 2 life.)<br/>Gut Shot deals 1 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           | <div>Lifelink</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature has lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 |

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| <div><div>Lifelink</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature has lifelink.<br/>(Damage dealt by the creature also causes its controller to gain that much life.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Moldervine Cloak</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +3/+3.<br/>Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Moldervine Cloak</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +3/+3.<br/>Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Moment's Peace</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Moment's Peace</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Moment's Peace</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Natural State</div><div>Instant</div><div>Destroy target artifact or enchantment with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         | <div><div>Natural State</div><div>Instant</div><div>Destroy target artifact or enchantment with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  |

**G**

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.)

1/1

**G**

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.)

1/1

Ⓒ

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.)

1/1

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