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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>               |

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| <div>Arctic Treeline</div> <div>Snow Land -- Forest Plains</div> <div>({T}: Add {G} or {W}.)<br/>This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    | <div>Arctic Treeline</div> <div>Snow Land -- Forest Plains</div> <div>({T}: Add {G} or {W}.)<br/>This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    | <div>Arctic Treeline</div> <div>Snow Land -- Forest Plains</div> <div>({T}: Add {G} or {W}.)<br/>This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    | <div>Armadillo Cloak1GW</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>Whenever enchanted creature deals damage, you gain that much life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Armadillo Cloak1GW</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>Whenever enchanted creature deals damage, you gain that much life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Armadillo Cloak1GW</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>Whenever enchanted creature deals damage, you gain that much life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Armadillo Cloak1GW</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature gets +2/+2 and has trample.<br/>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}.<br/>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>     |

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| <div><div><div>Cartouche of Solidarity</div><div>W</div></div><div>Enchantment -- Aura Cartouche</div><div>Enchant creature you control<br/>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.<br/>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></div> | <div><div><div>Cartouche of Solidarity</div><div>W</div></div><div>Enchantment -- Aura Cartouche</div><div>Enchant creature you control<br/>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.<br/>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></div> | <div><div><div>Commune with Spirits</div><div>G</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Commune with Spirits</div><div>G</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Ethereal Armor</div><div>W</div></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><div>Ethereal Armor</div><div>W</div></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><div>Ethereal Armor</div><div>W</div></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><div>Ethereal Armor</div><div>W</div></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>                                                                                 |

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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>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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| <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>Gladecover Scout</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> | <div><div>Gladecover Scout</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> | <div><div>Gladecover Scout</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> |

**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

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

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,  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Silhana Ledgerwalker</b> ①⑥</p> <p>Creature -- Elf Rogue</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>This creature can't be blocked except by creatures with flying.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Silhana Ledgerwalker</b> ①⑥</p> <p>Creature -- Elf Rogue</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>This creature can't be blocked except by creatures with flying.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Silhana Ledgerwalker</b> ①⑥</p> <p>Creature -- Elf Rogue</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>This creature can't be blocked except by creatures with flying.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Silhana Ledgerwalker</b> ①⑥</p> <p>Creature -- Elf Rogue</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>This creature can't be blocked except by creatures with flying.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Slippery Bogle</b> ⑥/U</p> <p>Creature -- Beast</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              | <p><b>Slippery Bogle</b> ⑥/U</p> <p>Creature -- Beast</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              | <p><b>Slippery Bogle</b> ⑥/U</p> <p>Creature -- Beast</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              | <p><b>Slippery Bogle</b> ⑥/U</p> <p>Creature -- Beast</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              |

Playtest cards - ElfoDido - 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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Utopia Sprawl</b> ⑥<br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>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. | <b>Utopia Sprawl</b> ⑥<br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>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. | <b>Utopia Sprawl</b> ⑥<br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>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.                                                                                                                       | <b>Utopia Sprawl</b> ⑥<br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>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                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                   |
| <b>Scattershot Archer</b> ⑥<br><hr/> Creature -- Elf Archer<br><hr/> {T}: This creature deals 1 damage to each creature with flying.<br><br>[sideboard]                                                                           | <b>Scattershot Archer</b> ⑥<br><hr/> Creature -- Elf Archer<br><hr/> {T}: This creature deals 1 damage to each creature with flying.<br><br>[sideboard]                                                                           | <b>Tamiyo's Safekeeping</b> ⑥<br><hr/> Instant<br><hr/> 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.)<br><br>[sideboard] | <b>Tamiyo's Safekeeping</b> ⑥<br><hr/> Instant<br><hr/> 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.)<br><br>[sideboard] |
| <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                              | <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                   |

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| <div><div><div>Tamiyo's Safekeeping</div><div>6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tamiyo's Safekeeping</div><div>6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tangle</div><div>16</div></div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn. Each attacking creature doesn't untap during its controller's next untap step.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tangle</div><div>16</div></div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn. Each attacking creature doesn't untap during its controller's next untap step.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Tangle</div><div>16</div></div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn. Each attacking creature doesn't untap during its controller's next untap step.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   | <div><div><div>Tangle</div><div>16</div></div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn. Each attacking creature doesn't untap during its controller's next untap step.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   | <div><div><div>Weather the Storm</div><div>16</div></div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div><div>Weather the Storm</div><div>16</div></div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          |

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| <div><div>Weather the Storm<div>16</div></div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Young Wolf6</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>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Young Wolf6</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>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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