

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W W

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WW

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W

Enchant creature
Enchanted creature gets +1/+1 for
each enchantment you control and has
first strike.

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Basic Land -- Forest

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

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Ⓒ

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

1/1

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G

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W

Enchant creature
Enchanted creature gets +1/+0 and
has flying.
{3}{W}: Return this card from your
graveyard to the battlefield
attached to target creature.
Activate only as a sorcery.

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Enchant creature
Enchanted creature gets +1/+0 and
has flying.
{3}{W}: Return this card from your
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attached to target creature.
Activate only as a sorcery.

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Enchant creature
Enchanted creature gets +1/+1 and
has first strike.
Umbra armor (If enchanted creature
would be destroyed, instead remove
all damage from it and destroy this
Aura.)

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Enchanted creature gets +1/+1 and
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Enchanted creature gets +1/+1 and
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Umbra armor (If enchanted creature
would be destroyed, instead remove
all damage from it and destroy this
Aura.)

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① W

This creature gets +2/+2 for each Aura attached to it.
Whenever you cast an Aura spell, you may draw a card.

0/2

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

① R/G

Add two mana in any combination of colors.
Draw a card.

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① R/G

Add two mana in any combination of colors.
Draw a card.

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① R/C

Add two mana in any combination of colors.
Draw a card.

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W

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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

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Ⓒ

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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Rancor  Enchantment -- Aura 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.	Rancor  Enchantment -- Aura 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.	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.
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Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.	Slippery Bogle  Creature -- Beast Hexproof (This creature can't be the target of spells or abilities your opponents control.)	Slippery Bogle  Creature -- Beast Hexproof (This creature can't be the target of spells or abilities your opponents control.)
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1/1

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1/1

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Basic Snow Land -- Plains

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

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G

Enchant creature
Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)
Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

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Enchant creature
Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)
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Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

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W

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.

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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.

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Spirit Mantle 1 W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has protection from creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirit Mantle 1 W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has protection from creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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Land

$\{T\}$: Add $\{C\}$.
 $\{G/W\}$, $\{T\}$: Add $\{G\}\{G\}$, $\{G\}\{W\}$, or
 $\{W\}\{W\}$.

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Land

$\{T\}$: Add $\{C\}$.
 $\{G/W\}$, $\{T\}$: Add $\{G\}\{G\}$, $\{G\}\{W\}$, or
 $\{W\}\{W\}$.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

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②

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

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②

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

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G W

Legendary Creature -- Kithkin Advisor

```
Noncreature spells with mana value 4
or greater can't be cast.
Noncreature spells with {X} in their
mana costs can't be cast.
```

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[sidebar]
```

2/2

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G W

Legendary Creature -- Kithkin Advisor

```
Noncreature spells with mana value 4
or greater can't be cast.
Noncreature spells with {X} in their
mana costs can't be cast.
```

[sidebar]

2/2

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Leyline of Sanctity ②④④ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity ②④④ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity ②④④ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lurrus of the Dream-Den ①④④ Legendary Creature -- Cat Nightmare Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rest in Peace ①④ Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace ①④ Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace ①④ Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal of Primordium ①⑥ Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal of Primordium 1 G Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stony Silence 1 W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stony Silence 1 W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	