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| <b>Akroan Skyguard</b> (1)(W)<br>Creature -- Human Soldier<br>Flying<br>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                    | <b>Akroan Skyguard</b> (1)(W)<br>Creature -- Human Soldier<br>Flying<br>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                    | <b>Ancestral Anger</b> (R)<br>Sorcery<br>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br>Draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            | <b>Ancestral Anger</b> (R)<br>Sorcery<br>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br>Draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            |
| <b>Ancestral Anger</b> (R)<br>Sorcery<br>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br>Draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ancestral Anger</b> (R)<br>Sorcery<br>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br>Draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Benevolent Blessing</b> (1)(W)<br>Enchantment -- Aura<br>Flash<br>Enchant creature<br>As this Aura enters, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove Auras and Equipment you control that are already attached to it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Benevolent Blessing</b> (1)(W)<br>Enchantment -- Aura<br>Flash<br>Enchant creature<br>As this Aura enters, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove Auras and Equipment you control that are already attached to it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

① ② W

Flash  
Enchant creature  
As this Aura enters, choose a color.  
Enchanted creature has protection  
from the chosen color. This effect  
doesn't remove Auras and Equipment  
you control that are already  
attached to it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.  
When this land enters, return a land  
you control to its owner's hand.  
{T}: Add {R}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.  
When this land enters, return a land  
you control to its owner's hand.  
{T}: Add {R}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, return a land  
you control to its owner's hand.  
{T}: Add {R}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Instant

Target creature gets +1/+0 until end of turn.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Instant

Target creature gets +1/+0 until end of turn.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Instant

Target creature gets +1/+0 until end of turn.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Instant

Target creature you control gains protection from the color of your choice until end of turn.

Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 2/10 - 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.

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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>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>Hyena Umbra</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has first strike.<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hyena Umbra</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has first strike.<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hyena Umbra</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has first strike.<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hyena Umbra</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has first strike.<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Lagonna-Band Trailblazer (W)</div> <div>Creature -- Centaur Scout</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lagonna-Band Trailblazer (W)</div> <div>Creature -- Centaur Scout</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lagonna-Band Trailblazer (W)</div> <div>Creature -- Centaur Scout</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lagonna-Band Trailblazer (W)</div> <div>Creature -- Centaur Scout</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                  | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                  | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                  | <div>Mutagenic Growth (GP)</div> <div>Instant</div> <div>({G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                   |

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| <div><div><div>Mutagenic Growth</div><div>GP</div></div><div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                      | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>([T]): Add [W].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                            | <div><div>Satyr Hoplite</div><div>Creature -- Satyr Soldier</div><div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>Satyr Hoplite</div><div>Creature -- Satyr Soldier</div><div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>Satyr Hoplite</div><div>Creature -- Satyr Soldier</div><div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             |
| <div><div>Sentinel's Eyes</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--[W], Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sentinel's Eyes</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--[W], Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sentinel's Eyes</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--[W], Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sentinel's Eyes</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--[W], Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Spirit Link</b> <span>(W)</span><br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)<br/>Whenever enchanted creature deals damage, you gain that much life.</p>                                                                                                                                                                | <b>Sticky Fingers</b> <span>(R)</span><br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature<br/>Enchanted creature has menace and "Whenever this creature deals combat damage to a player, create a Treasure token." (It can't be blocked except by two or more creatures. The token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>When enchanted creature dies, draw a card.</p> | <b>Sticky Fingers</b> <span>(R)</span><br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature<br/>Enchanted creature has menace and "Whenever this creature deals combat damage to a player, create a Treasure token." (It can't be blocked except by two or more creatures. The token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>When enchanted creature dies, draw a card.</p> | <b>Sticky Fingers</b> <span>(R)</span><br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature<br/>Enchanted creature has menace and "Whenever this creature deals combat damage to a player, create a Treasure token." (It can't be blocked except by two or more creatures. The token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>When enchanted creature dies, draw a card.</p> |
| 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>Sticky Fingers</b> <span>(R)</span><br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature<br/>Enchanted creature has menace and "Whenever this creature deals combat damage to a player, create a Treasure token." (It can't be blocked except by two or more creatures. The token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>When enchanted creature dies, draw a card.</p> | <b>Tenth District Legionnaire</b> <span>(R)(W)</span><br><hr/> Creature -- Human Soldier<br><hr/> <p>Haste<br/>Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1.</p> <div>2/2</div>                                                                                                                                                                                | <b>Tenth District Legionnaire</b> <span>(R)(W)</span><br><hr/> Creature -- Human Soldier<br><hr/> <p>Haste<br/>Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1.</p> <div>2/2</div>                                                                                                                                                                                | <b>Tenth District Legionnaire</b> <span>(R)(W)</span><br><hr/> Creature -- Human Soldier<br><hr/> <p>Haste<br/>Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1.</p> <div>2/2</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                                                                                                                                                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                     |

Playtest cards - renaar - Pauper (Pauper Challenge 32)

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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| <div><div>Wind-Scarred Crag</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {R} or {W}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                       | <div><div>Wind-Scarred Crag</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {R} or {W}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                            | <div><div>Wind-Scarred Crag</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {R} or {W}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                            | <div><div>Wind-Scarred Crag</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {R} or {W}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                            |
| <div><div>Emerge Unscathed</div><div>Instant</div><div><p>Target creature you control gains protection from the color of your choice until end of turn.</p><p>Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gods Willing</div><div>Instant</div><div><p>Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)</p><p>Scry 1.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gods Willing</div><div>Instant</div><div><p>Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)</p><p>Scry 1.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gods Willing</div><div>Instant</div><div><p>Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)</p><p>Scry 1.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Gut Shot</div><div>RP</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                | <div><div><div>Gut Shot</div><div>RP</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                | <div><div><div>Mutagenic Growth</div><div>GP</div></div><div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                 | <div><div><div>Mutagenic Growth</div><div>GP</div></div><div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                |
| <div><div><div>Spirit Link</div><div>W</div></div><div><div>Enchantment -- Aura</div><div>Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)<br/>Whenever enchanted creature deals damage, you gain that much life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spirit Link</div><div>W</div></div><div><div>Enchantment -- Aura</div><div>Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)<br/>Whenever enchanted creature deals damage, you gain that much life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spirit Link</div><div>W</div></div><div><div>Enchantment -- Aura</div><div>Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)<br/>Whenever enchanted creature deals damage, you gain that much life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Temur Battle Rage</div><div>1R</div></div><div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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