

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
Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cartouche of Solidarity W Enchantment -- Aura Cartouche Enchant creature you control When this Aura enters, create a 1/1 white Warrior creature token with vigilance. Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without 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 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 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 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
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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

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Land

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

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W

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

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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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① ⑥

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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel's Eyes Enchantment -- Aura 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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 PLAY botbox.dev

① ②

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature can't be blocked except by creatures with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(G/U)

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(G/U)

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

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G/U

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

G

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.

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G

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

Ⓔ

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

Ⓒ

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.

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① B B

Flying

Discard this card: Exile up to two target cards from graveyards.

[sidebar]

2/2

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① R

Damage can't be prevented this turn.
Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Damage can't be prevented this turn.
Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

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W

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Enchant creature
Enchanted creature has protection
from black and from red.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 8/10 - 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.

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 PLAY botbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirit Link W 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spirit Link W 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Tamiyo's Safekeeping

Instant

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.)

[sideboard]

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Tamiyo's Safekeeping G

Instant

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.)

[sideboard]

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