## All That Glitters {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Amped Raptor {1}{R}

Creature -- Dinosaur

First strike
When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.

**2/1**

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**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Battlefield Forge

Land

{T}: Add {C}.
{T}: Add {R} or {W}. This land deals 1 damage to you.

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## 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 PLAY botbox.dev

## Clifftop Retreat

Land

This land enters tapped unless you control a Mountain or a Plains.
{T}: Add {R} or {W}.

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## Demonic Ruckus {1}{R}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has menace and trample.
When this Aura is put into a graveyard from the battlefield, draw a card.
Plot {R} (You may pay {R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ethereal Armor {W}

Enchantment -- Aura

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

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## Field of Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.

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## Gryff's Boon (W)

Enchantment -- Aura

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hammerhand (R)

Enchantment -- Aura

Enchant creature
When this Aura enters, target creature can't block this turn.
Enchanted creature gets +1/+1 and has haste.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Heartfire Hero (R)

Creature -- Mouse Soldier

Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.
When this creature dies, it deals damage equal to its power to each opponent.

**1/1**

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kor Spiritdancer (1)(W)

Creature -- Kor Wizard

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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**0/2**

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## Light-Paws, Emperor's Voice {1}{W}

Legendary Creature -- Fox Advisor

Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.

**2/2**

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Lightstall Inquisitor {W}

Creature -- Angel Wizard

Vigilance
When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped.

**2/1**

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**2/1**

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## Lurrus of the Dream-Den {1}{W/B}{W/B}

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.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

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## Plains

Basic Land -- Plains

({T}: Add {W}.)

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Razorgrass Ambush {1}{W}

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

- - - BACK FACE - - -

## Razorgrass Field

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

- - - BACK FACE - - -

## Razorgrass Field

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sentinel's Eyes {W}

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 PLAY botbox.dev

## Shardmage's Rescue {W}

Enchantment -- Aura

Flash
Enchant creature you control
As long as this Aura entered this turn, enchanted creature has hexproof.
Enchanted creature gets +1/+1.

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## Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skin Invasion {R}

Enchantment -- Aura

Enchant creature
Enchanted creature attacks each combat if able.
When enchanted creature dies, return this card to the battlefield transformed under your control.

- - - BACK FACE - - -

## Skin Shedder

Creature -- Insect Horror

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sticky Fingers {R}

Enchantment -- Aura

Enchant creature
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.")
When enchanted creature dies, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Curse of Shaken Faith {1}{R}

Enchantment -- Aura Curse

Enchant player
Whenever enchanted player casts a spell other than the first spell they cast each turn or copies a spell, this Aura deals 2 damage to them.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Curse of Silence {W}

Enchantment -- Aura Curse

Enchant player
As this Aura enters, choose a card name.
Spells with the chosen name enchanted player casts cost {2} more to cast.
Whenever enchanted player casts a spell with the chosen name, you may sacrifice this Aura. If you do, draw a card.

[sideboard]

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## Meltdown {X}{R}

Sorcery

Destroy each artifact with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ravenous Trap {2}{B}{B}

Instant -- Trap

If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost.
Exile target player's graveyard.

[sideboard]

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## Shardmage's Rescue {W}

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[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]

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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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## White Orchid Phantom {W}{W}

Creature -- Spirit Knight

Flying, first strike
When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

**2/2**

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