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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feather of Flight {1}{W}

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, draw a card.
Enchanted creature gets +1/+0 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - btaiga722 - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Optimistic Scavenger (W)

Creature -- Human Scout

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - btaiga722 - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Origin of Spider-Man {1}{W}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Create a 2/1 green Spider creature token with reach.
II -- Put a +1/+1 counter on target creature you control. It becomes a legendary Spider Hero in addition to its other types.
III -- Target creature you control gains double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Playtest cards - btaiga722 - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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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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Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - btaiga722 - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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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

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Enchant creature you control
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Enchanted creature gets +1/+0 and has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyward Spider {W/U}{W/U}

Creature -- Spider Human Hero

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)

2/2

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Slumbering Keepguard {W}

Creature -- Human Knight

Whenever an enchantment you control enters, scry 1.
{2}{W}: This creature gets +1/+1 until end of turn for each enchantment you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Knight

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{2}{W}: This creature gets +1/+1 until end of turn for each enchantment you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spellbook Vendor {1}{W}

Creature -- Human Peasant

Vigilance
At the beginning of combat on your turn, you may pay {1}. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls {W}

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls {W}

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar Commando {1}{W}

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Soldier

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{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - btaiga722 - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Entryway {1}{W}

Enchantment -- Room

When you unlock this door, create a 1/1 white Glimmer enchantment creature token.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

[sideboard]

- - - RIGHT HALF - - -

Elegant Rotunda {2}{W}

Enchantment -- Room

When you unlock this door, put a +1/+1 counter on each of up to two target creatures.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trapped in the Screen {2}{W}

Enchantment

Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield.

[sideboard]

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veteran Survivor {W}

Creature -- Human Survivor

Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard.
As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - btaiga722 - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

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