Eiganjo, Seat of the Empire

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emeria's Call {4}{W}{W}{W}

Sorcery

Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.

- - - BACK FACE - - -

Emeria, Shattered Skyclave

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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Sorcery

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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

Ephemerate {W}

Instant

Exile target creature you control, then return it to the battlefield under its owner's control.
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.)

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Playtest cards - Sebastiankvande - Modern v3 Group 28F30E (Starfield Shepherd, Ocelot Prid sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Guide of Souls {W}

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter).
Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haliya, Guided by Light {2}{W}

Legendary Creature -- Human Soldier

Whenever Haliya or another creature or artifact you control enters, you gain 1 life.
At the beginning of your end step, draw a card if you've gained 3 or more life this turn.
Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/3

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Tithe {W}

Instant

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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March of Otherworldly Light {X}{W}

Instant

As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.
Exile target artifact, creature, or enchantment with mana value X or less.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ocelot Pride {W}

Creature -- Cat

First strike, lifelink
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phelia, Exuberant Shepherd {1}{W}

Legendary Creature -- Dog

Flash
Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

2/2

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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

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}.

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Recruiter of the Guard {2}{W}

Creature -- Human Soldier

When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyclave Apparition {1}{W}{W}

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitude {3}{W}{W}

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

1/3

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Witch Enchanter {3}{W}

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

- - - BACK FACE - - -

Witch-Blessed Meadow

Land

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

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{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest {1}{W}

Creature -- Human Cleric

Flash
If a nontoken creature would enter and it wasn't cast, exile it instead.

[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere {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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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctifier en-Vec (W)(W)

Creature -- Human Cleric

Protection from black and from red
When this creature enters, exile all cards that are black or red from all graveyards.
If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surge of Salvation (W)

Instant

You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Void Mirror (2)

Artifact

Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

[sideboard]

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Void Mirror {2}

Artifact

Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of the Skies {X}{W}{W}

Sorcery

You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.

[sideboard]

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