

Abandoned Air Temple Land This land enters tapped unless you control a basic land. {T}: Add {W}. {3}{W}, {T}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	All That Glitters 1W 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	Angelic Gift 1W Enchantment -- Aura Enchant creature When this Aura enters, draw a card. Enchanted creature has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel's Grace W Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) You can't lose the game this turn and your opponents can't win the game this turn. Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Archivist of Oghma 1W Creature -- Halfling Cleric Flash Whenever an opponent searches their library, you gain 1 life and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar's Wrath 2WW Sorcery Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands. Exile Avatar's Wrath. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Benevolent Blessing 1W Enchantment -- Aura 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

Blossoming Calm W Instant You gain hexproof until your next turn. You gain 2 life. 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	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	Cathar's Call 2W Enchantment -- Aura Enchant creature Enchanted creature has vigilance and "At the beginning of your end step, create a 1/1 white Human creature token." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clever Concealment 2WW Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Any number of target nonland permanents you control phase out. (Treat them and anything attached to them as though they don't exist until your next turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Commander's Plate 1 Artifact -- Equipment Equipped creature gets +3/+3 and has protection from each color that's not in your commander's color identity. Equip commander {3} Equip {5} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Containment Priest 1W Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darksteel Mutation 1W Enchantment -- Aura Enchant creature Enchanted creature is an Insect artifact creature with base power and toughness 0/1 and has indestructible, and it loses all other abilities, card types, and creature types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn's Truce 1W Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demotion (W) Enchantment -- Aura Enchant creature Enchanted creature can't block, and its activated abilities can't be activated.	Dog Umbra (1)(W) Enchantment -- Aura Flash Enchant creature As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. 1/3	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.
Emeria, the Sky Ruin Land This land enters tapped. At the beginning of your upkeep, if you control seven or more Plains, you may return target creature card from your graveyard to the battlefield. {T}: Add {W}.	Enter the Avatar State (W) Instant -- Lesson Until end of turn, target creature you control becomes an Avatar in addition to its other types and gains flying, first strike, lifelink, and hexproof. (A creature with hexproof can't be the target of spells or abilities your opponents control.)	Ethereal Armor (W) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	Favorable Destiny (1)(W) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+2 as long as it's white. Enchanted creature has shroud as long as its controller controls another creature. (It can't be the target of spells or abilities.)
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

Feather of Flight

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

Flickering Ward

Enchantment -- Aura

Enchant creature
As this Aura enters, choose a color.
Enchanted creature has protection
from the chosen color. This effect
doesn't remove this Aura.
{W}: Return this Aura to its owner's
hand.

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Galadriel's Dismissal

Instant

Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)
Target creature phases out. If this spell was kicked, each creature target player controls phases out instead. (Treat phased-out creatures and anything attached to them as though they don't exist until their controller's next turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gift of Granite

Enchantment - - Aura

Flash (You may cast this spell any time you could cast an instant.)
Enchant creature
Enchanted creature gets +0/+2.

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Giver of Runes

Creature -- Kor Cleric

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glaring Aegis

Enchantment -- Aura

Enchant creature
When this Aura enters, tap target
creature an opponent controls.
Enchanted creature gets +1/+3.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gods Willing

Instant

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.)

Scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Abolisher

Creature -- Human Cleric

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grasp of the Hieromancer (1)(W) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature attacks, tap target creature defending player controls." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guildscorn Ward (W) Enchantment -- Aura Enchant creature Enchanted creature has protection from multicolored. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hyena Umbra (W) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has first strike. Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Idolized (1)(W) Enchantment -- Aura Enchant creature Enchanted creature has "Whenever this creature attacks alone, it gets +X/+X until end of turn, where X is the number of nonland permanents you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Indomitable Will (1)(W) Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature Enchanted creature gets +1/+2. 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lashknife (1)(W) Enchantment -- Aura If you control a Plains, you may tap an untapped creature you control rather than pay this spell's mana cost. Enchant creature Enchanted creature has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - missael - Unknown format (SAF DC 5ML)

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sheet 5/13 - 8 cards - 2.5 x 3.5 in each

W

Enchant creature or Vehicle
Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

Max speed -- You may cast this card from your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchant creature
Enchanted creature has protection
from black and from red.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Flying, vigilance
You have hexproof.
Whenever this creature is dealt
damage, you gain that much life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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Flash
Enchant creature
When this Aura enters, enchanted
creature gains first strike until
end of turn.
Enchanted creature gets +1/+0.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ossification Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pearl-Ear, Imperial Advisor Legendary Creature -- Fox Advisor Lifelink Enchantment spells you cast have affinity for Auras. (They cost {1} less to cast for each Aura you control.) Whenever you cast an Aura spell that targets a modified permanent you control, draw a card. (Equipment, Auras you control, and counters are modifications.) 3/4 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
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Reprievae 1 W Instant Return target spell to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Saving Grace 1 W Enchantment -- Aura Flash Enchant creature you control When this Aura enters, all damage that would be dealt this turn to you and permanents you control is dealt to enchanted creature instead. Enchanted creature gets +0/+3. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel's Mark 1 W Enchantment -- Aura Flash Enchant creature Enchanted creature gets +1/+2 and has vigilance. Addendum -- When this Aura enters, if you cast it during your main phase, enchanted creature gains lifelink until end of turn. 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
Shelter 1 W Instant Target creature you control gains protection from the color of your choice until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shield of Duty and Reason W Enchantment -- Aura Enchant creature Enchanted creature has protection from green and from blue. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silence W Instant Your opponents can't cast spells this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solid Footing W Enchantment -- Aura Flash Enchant creature Enchanted creature gets +1/+1. As long as enchanted creature has vigilance, it assigns combat damage equal to its toughness rather than its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 11/13 - 8 cards - 2.5 x 3.5 in each

W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Enchant creature
Enchanted creature gets +1/+1 and
has protection from creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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Flash
Enchant creature
Enchanted creature gets +0/+10.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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Enchant creature
Enchanted creature gets +1/+3.
{W}: Return enchanted creature to
its owner's hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Enchant creature
Enchanted creature gets +2/+2, has first strike and vigilance, and is a legendary Soldier in addition to its other types.
Whenever enchanted creature attacks or blocks, attach any number of target Equipment you control to it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out. (While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.)
Exile Teferi's Protection.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timely Ward 2 W Enchantment -- Aura You may cast this spell as though it had flash if it targets a commander. Enchant creature Enchanted creature has indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tragic Poet W Creature -- Human {T}, Sacrifice this creature: Return target enchantment card from your graveyard to your hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twinblade Blessing 1 W W Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature Enchanted creature has double strike. (It deals both first-strike and regular combat damage.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zealot's Conviction W Enchantment -- Aura Flash Enchant creature Enchanted creature gets +1/+1. Corrupted -- As long as an opponent has three or more poison counters, enchanted creature gets an additional +1/+0 and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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