

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 PLAYbotbox.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 PLAYbotbox.dev	Alpha Authority 1G Enchantment -- Aura Enchant creature Enchanted creature has hexproof and can't be blocked by more than one creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Audacity G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canopy Vista Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canopy Vista Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daybreak Coronet WW Enchantment -- Aura Enchant creature with another Aura attached to it Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Gladecover Scout 6 Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gladecover Scout 6 Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gladecover Scout 6 Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gladecover Scout 6 Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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	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	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	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
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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	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
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① W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Forest Plains

($\{T\}$: Add $\{G\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Enchant creature you control
When this Aura enters, enchanted
creature fights up to one target
creature you don't control. (Each
deals damage equal to its power to
the other.)
Enchanted creature gets +0/+2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Enchant creature you control
When this Aura enters, enchanted
creature fights up to one target
creature you don't control. (Each
deals damage equal to its power to
the other.)
Enchanted creature gets +0/+2.

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W

Lifelink
{1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Lifelink
{1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.)
{2}: Exile target card from a graveyard.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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Protection from black (This creature
can't be blocked, targeted, dealt
damage, enchanted, or equipped by
anything black.)
{2}: Exile target card from a
graveyard.
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[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushbringer (1)(W) Creature -- Faerie Flying, lifelink Creatures entering or dying don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushbringer (1)(W) Creature -- Faerie Flying, lifelink Creatures entering or dying don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hushbringer (1)(W) Creature -- Faerie Flying, lifelink Creatures entering or dying don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity (2)(W)(W) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity (2)(W)(W) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Selfless Savior (W) Creature -- Dog Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfless Savior Ⓜ Creature -- Dog Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Selfless Savior Ⓜ Creature -- Dog Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Selfless Savior Ⓜ Creature -- Dog Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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