

Abiding Grace 2 W Enchantment At the beginning of your end step, choose one -- * You gain 1 life. * Return target creature card with mana value 1 from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abiding Grace 2 W Enchantment At the beginning of your end step, choose one -- * You gain 1 life. * Return target creature card with mana value 1 from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abiding Grace 2 W Enchantment At the beginning of your end step, choose one -- * You gain 1 life. * Return target creature card with mana value 1 from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alseid of Life's Bounty W Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.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 PLAYbotbox.dev

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Kami of False Hope (W) Creature -- Spirit Sacrifice this creature: Prevent all combat damage that would be dealt this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kami of False Hope (W) Creature -- Spirit Sacrifice this creature: Prevent all combat damage that would be dealt this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kami of False Hope (W) Creature -- Spirit Sacrifice this creature: Prevent all combat damage that would be dealt this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Hope (2)(W)(W) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If you would gain life, you gain that much life plus 1 instead. As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Martyr of Sands W Creature -- Human Cleric {1}, Reveal X white cards from your hand, Sacrifice this creature: You gain three times X life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Martyr of Sands W Creature -- Human Cleric {1}, Reveal X white cards from your hand, Sacrifice this creature: You gain three times X life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Martyr of Sands W Creature -- Human Cleric {1}, Reveal X white cards from your hand, Sacrifice this creature: You gain three times X life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Martyr of Sands W Creature -- Human Cleric {1}, Reveal X white cards from your hand, Sacrifice this creature: You gain three times X life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mistveil Plains Land -- Plains {T}: Add {W}. This land enters tapped. {W}, {T}: Put target card from your graveyard on the bottom of your library. Activate only if you control two or more white permanents. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Vindicator W W W W Creature -- Phyrexian Horror Flying If damage would be dealt to this creature, prevent that damage. When damage is prevented this way, this creature deals that much damage to any other target. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Vindicator W W W W Creature -- Phyrexian Horror Flying If damage would be dealt to this creature, prevent that damage. When damage is prevented this way, this creature deals that much damage to any other target. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Vindicator W W W W Creature -- Phyrexian Horror Flying If damage would be dealt to this creature, prevent that damage. When damage is prevented this way, this creature deals that much damage to any other target. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ranger-Captain of Eos 1WW Creature -- Human Soldier Ranger When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ranger-Captain of Eos 1WW Creature -- Human Soldier Ranger When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silent Clearing Land {T}, Pay 1 life: Add {W} or {B}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition 1WW 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 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 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Rescuer (3)(W)(W) Legendary Creature -- Human Samurai Noble Flash 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.) Double Strike Other tapped creatures you control have hexproof. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thraben Inspector (W) Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector (W) Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector (W) Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector (W) Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timeless Dragon Token Creature -- Zombie Dragon Flying 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Timeless Dragon Token Creature -- Zombie Dragon Flying 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Anointed Peacekeeper (2)(W) Creature -- Human Cleric Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anointed Peacekeeper (2)(W) Creature -- Human Cleric Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boromir, Warden of the Tower (2)(W) Legendary Creature -- Human Soldier Vigilance Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell. Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamity's Wake (1)(W) Instant Exile all graveyards. Players can't cast noncreature spells this turn. Exile Calamity's Wake. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Scott, Alex - Modern (Friday 1:30 - Modern ReCQ)

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Calamity's Wake 1 W Instant Exile all graveyards. Players can't cast noncreature spells this turn. Exile Calamity's Wake. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Linvala, Keeper of Silence 2 W W Legendary Creature -- Angel Flying Activated abilities of creatures your opponents control can't be activated. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Linvala, Keeper of Silence 2 W W Legendary Creature -- Angel Flying Activated abilities of creatures your opponents control can't be activated. [sideboard] 3/4 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sanctum Prelate 1 W W Creature -- Human Cleric As this creature enters, choose a number. Noncreature spells with mana value equal to the chosen number can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solemnity 2 W Enchantment Players can't get counters. Counters can't be put on artifacts, creatures, enchantments, or lands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Rupture 2 W Enchantment When this enchantment enters, draw a card. Each planeswalker with one or more loyalty counters on it loses all abilities and is a creature with power and toughness each equal to the number of loyalty counters on it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stony Silence 1 W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stony Silence 1 W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wheel of Sun and Moon G/W G/W Enchantment -- Aura Enchant player If a card would be put into enchanted player's graveyard from anywhere, instead that card is revealed and put on the bottom of that player's library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wheel of Sun and Moon G/W G/W Enchantment -- Aura Enchant player If a card would be put into enchanted player's graveyard from anywhere, instead that card is revealed and put on the bottom of that player's library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	