

Aetherize 3 U Instant Return all attacking creatures to their owner's hand. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bigfin Bouncer 3 U Creature -- Shark Pirate When this creature enters, return target creature an opponent controls to its owner's hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Campus Guide 2 Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top. 2/1 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. 3/1 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. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Divine Resilience W Instant Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) Target creature you control gains indestructible until end of turn. If this spell was kicked, instead any number of target creatures you control gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drake Hatcher (1)(U) Creature -- Human Wizard Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever this creature deals combat damage to a player, put that many incubation counters on it. Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Empyrean Eagle (1)(W)(U) Creature -- Bird Spirit Flying Other creatures you control with flying get +1/+1. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faebloom Trick (2)(U) Instant Create two 1/1 blue Faerie creature tokens with flying. When you do, tap target creature an opponent controls. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleeting Distraction (U) Instant Target creature gets -1/-0 until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Lunar Insight 2U Sorcery Draw a card for each different mana value among nonland permanents you control. 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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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Solemn Simulacrum

Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card.

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Squad Rallier

Creature -- Human Scout

{2}{W}: Look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

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Stroke of Midnight

Instant

Destroy target nonland permanent.
Its controller creates a 1/1 white
Human creature token.

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Twinblade Blessing

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.)

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Uncharted Voyage

Instant

Target creature's owner puts it on their choice of the top or bottom of their library.

Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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Witness Protection

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.)

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