

All That Glitters 1 W 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 1 W 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 1 G 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	Aqueous Form U Enchantment -- Aura Enchant creature Enchanted creature can't be blocked. Whenever enchanted creature attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom.) 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	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	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	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

Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartouche of Solidarity 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
Curious Obsession Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Obsession Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Obsession Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Obsession Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.
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Gladecover Scout G Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.)	Gladecover Scout G Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.)	Gladecover Scout G Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.)	Gladecover Scout G Creature -- Elf Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.)
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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.	Kaya's Ghostform (B) Enchantment -- Aura Enchant creature or planeswalker you control When enchanted permanent dies or is put into exile, return that card to the battlefield under your control.	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.	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.
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Mana Confluence

Land

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Razorverge Thicket

Land

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{T}: Add {G} or {W}.

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Saiba Cryptomancer

① ②

Creature -- Moonfolk Ninja

Flash
Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.)
Hexproof

0/1

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Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel's Eyes W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel's Eyes W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

Sheltered by Ghosts ①①W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts ①①W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts ①①W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts ①①W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Staggering Insight ①①WU Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has lifelink and "Whenever this creature deals combat damage to a player, draw a card." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Staggering Insight ①①WU Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has lifelink and "Whenever this creature deals combat damage to a player, draw a card." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Knight of Grace (1)(W) Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Hexproof from black (This creature can't be the target of black spells or abilities your opponents control.) This creature gets +1/+0 as long as any player controls a black permanent. [sideboard] 2/2 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] 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rune of Sustenance (1)(W) Enchantment -- Aura Rune Enchant permanent When this Aura enters, draw a card. As long as enchanted permanent is a creature, it has lifelink. As long as enchanted permanent is an Equipment, it has "Equipped creature has lifelink." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slip Out the Back (U) Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slip Out the Back (U) Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slip Out the Back (U) Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stubborn Denial Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stubborn Denial Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stubborn Denial Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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