

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 PLAY botbox.dev	Angelic Gift 1 W Enchantment -- Aura Enchant creature When this Aura enters, draw a card. Enchanted creature has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Signet 2 Artifact {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armored Ascension 3 W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each Plains you control and has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Asha's Favor 2 W Enchantment -- Aura Enchant creature Enchanted creature has flying, first strike, and vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Archon 3 W W Enchantment Creature -- Archon Bestow {5}{W}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Flying, first strike Enchanted creature gets +4/+4 and has flying and first strike. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chains of Custody 2 W 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 has ward {2}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Claim Jumper 2 W Creature -- Rabbit Mercenary Vigilance When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card and put it onto the battlefield tapped. Then if an opponent controls more lands than you, repeat this process once. If you search your library this way, shuffle. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Codsworth, Handy Helper 2W Legendary Artifact Creature -- Robot Commanders you control have ward {2}. {T}: Add {W}{W}. Spend this mana only to cast Aura and/or Equipment spells. {T}: Attach target Aura or Equipment you control to target creature you control. Activate only as a sorcery. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conviction 1W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+3. {W}: Return this Aura to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curse of Silence W Enchantment -- Aura Curse Enchant player As this Aura enters, choose a card name. Spells with the chosen name enchanted player casts cost {2} more to cast. Whenever enchanted player casts a spell with the chosen name, you may sacrifice this Aura. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dog Umbra 1W 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eidolon of Countless Battles 1WW Enchantment Creature -- Spirit Bestow {2}{W}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) This creature and enchanted creature each get +1/+1 for each creature you control and +1/+1 for each Aura you control. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eidolon of Rhetoric 2W Enchantment Creature -- Spirit Each player can't cast more than one spell each turn. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldrazi Conscription 8 Kindred Enchantment -- Eldrazi Aura Enchant creature Enchanted creature gets +10/+10 and has trample and annihilator 2. (Whenever it attacks, defending player sacrifices two permanents of their choice.) 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map ① Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. 4/4 ----- -- - BACK FACE - - - Sinner's Judgment Enchantment -- Aura Curse Enchant player At the beginning of your upkeep, put a judgment counter on this Aura. Then if there are three or more judgment counters on it, enchanted player loses the game. If Sinner's Judgment would be put into a graveyard from anywhere, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faithbound Judge ①WW Creature -- Spirit Soldier Defender, flying, vigilance At the beginning of your upkeep, if this creature has two or fewer judgment counters on it, put a judgment counter on it. As long as this creature has three or more judgment counters on it, it can attack as though it didn't have defender. Disturb {5}{W}{W} 4/4 ----- -- - BACK FACE - - - Sinner's Judgment Enchantment -- Aura Curse Enchant player At the beginning of your upkeep, put a judgment counter on this Aura. Then if there are three or more judgment counters on it, enchanted player loses the game. If Sinner's Judgment would be put into a graveyard from anywhere, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faith Unbroken ③W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Generous Gift ②W Instant Destroy target permanent. Its controller creates a 3/3 green Elephant creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ghostblade Eidolon ②W Enchantment Creature -- Spirit Bestow {5}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Double strike (This creature deals both first-strike and regular combat damage.) Enchanted creature gets +1/+1 and has double strike. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glyph Elemental ①W Enchantment Creature -- Elemental Bestow {1}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Landfall -- Whenever a land you control enters, put a +1/+1 counter on this permanent. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gods Willing W 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	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

Hall of Heliod's Generosity Legendary Land {T}: Add {C}. {1}{W}, {T}: Put target enchantment card from your graveyard on top of your library. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heliod's Emissary Enchantment Creature -- Elk Bestow {6}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Whenever this creature or enchanted creature attacks, tap target creature an opponent controls. Enchanted creature gets +3/+3. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hyena Umbra 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.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Idolized 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." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Idyllic Tutor Sorcery Search your library for an enchantment card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karametra's Blessing Instant Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Katilda, Dawnhart Martyr Legendary Creature -- Spirit Warlock Flying, lifelink, protection from Vampires Katilda's power and toughness are each equal to the number of permanents you control that are Spirits and/or enchantments. Disturb {3}{W}{W} (You may cast this card from your graveyard transformed for its disturb cost.) */* -- -- BACK FACE -- -- Katilda's Rising Dawn Legendary Enchantment -- Aura Enchant creature Enchanted creature has flying, lifelink, and protection from Vampires, and it gets +X/+X, where X is the number of permanents you control that are Spirits and/or enchantments. If Katilda's Rising Dawn would be put into a graveyard from anywhere, exile it instead. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Spiritdancer 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

Loran's Escape (W) Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mammoth Umbra (4)(W) Enchantment -- Aura Enchant creature Enchanted creature gets +3/+3 and has vigilance. Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mantle of the Ancients (3)(W)(W) Enchantment -- Aura Enchant creature you control When this Aura enters, return any number of target Aura and/or Equipment cards from your graveyard to the battlefield attached to enchanted creature. Enchanted creature gets +1/+1 for each Aura and Equipment attached to it. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mesa Enchantress (1)(W)(W) Creature -- Human Druid Whenever you cast an enchantment spell, you may draw a card. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mother of Runes (W) Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	New Benalia Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {W}. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nykthos Paragon (4)(W)(W) Enchantment Creature -- Human Soldier Whenever you gain life, you may put that many +1/+1 counters on each creature you control. Do this only once each turn. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nykthos, Shrine to Nyx Legendary Land {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.) 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Observant Alseid (2)(W) Enchantment Creature -- Nymph Bestow {4}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Vigilance Enchanted creature gets +2/+2 and has vigilance. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Open the Armory (1)(W) Sorcery Search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overwhelming Splendor (6)(W)(W) Enchantment -- Aura Curse Enchant player Creatures enchanted player controls lose all abilities and have base power and toughness 1/1. Enchanted player can't activate abilities that aren't mana abilities or loyalty abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pearl-Ear, Imperial Advisor (1)(W)(W) 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 PLAY botbox.dev	Pearl Medallion (2) Artifact White spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 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	Radiant Grace Enchantment -- Aura Enchant creature Enchanted creature gets +1/+0 and has vigilance. When enchanted creature dies, return this card to the battlefield transformed under your control attached to target opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorgrass Ambush Instant Razorgrass Ambush deals 3 damage to target attacking or blocking creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reliquary Tower Land You have no maximum hand size. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reprieve Instant Return target spell to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reprobation Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Coward creature with base power and toughness 0/1. (It keeps all supertypes but loses all other types and creature types.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Retether Sorcery Return each Aura card from your graveyard to the battlefield. Only creatures can be enchanted this way. (Aura cards that can't enchant a creature on the battlefield remain in your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rogue's Passage Land {T}: Add {C}. {4}, {T}: Target creature can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sage's Reverie 3W Enchantment -- Aura Enchant creature When this Aura enters, draw a card for each Aura you control that's attached to a creature. Enchanted creature gets +1/+1 for each Aura you control that's attached to a creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sejiri Shelter 1W Instant Target creature you control gains protection from the color of your choice until end of turn. ----- BACK FACE ----- Sejiri Glacier Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 1/1 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	Shielded by Faith 1WW Enchantment -- Aura Enchant creature Enchanted creature has indestructible. Whenever a creature enters, you may attach this Aura to that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Single Combat 3WW Sorcery Each player chooses a creature or planeswalker they control, then sacrifices the rest. Players can't cast creature or planeswalker spells until the end of your next turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyblade's Boon 1W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has flying. {2}{W}: Return Skyblade's Boon to its owner's hand. Activate only if Skyblade's Boon is on the battlefield or in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sphere of Safety 4 W Enchantment Creatures can't attack you or planeswalkers you control unless their controller pays {X} for each of those creatures, where X is the number of enchantments you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sram, Senior Edificer 1 W Legendary Creature -- Dwarf Advisor Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swiftfoot Boots 2 Artifact -- Equipment Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.) Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. 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	Transcendent Envoy 1 W Enchantment Creature -- Griffin Flying Aura spells you cast cost {1} less to cast. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umbra Mystic 2 W Creature -- Human Wizard Auras attached to permanents you control have umbra armor. (If an enchanted permanent you control would be destroyed, instead remove all damage from it and destroy an Aura attached to it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unquestioned Authority 2 W Enchantment -- Aura Enchant creature When this Aura enters, draw a card. Enchanted creature has protection from creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wayfarer's Bauble 1 Artifact {2}, {T}, Sacrifice this artifact: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	White Orchid Phantom WW Creature -- Spirit Knight Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winds of Rath 3WW Sorcery Destroy all creatures that aren't enchanted. They can't be regenerated. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch Enchanter 3W Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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			