Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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

Angel's Grace {W}

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
You can't lose the game this turn and your opponents can't win the game this turn. Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archivist of Oghma {1}{W}

Creature -- Halfling Cleric

Flash
Whenever an opponent searches their library, you gain 1 life and draw a card.

2/2

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

Benevolent Blessing {1}{W}

Enchantment -- Aura

Flash
Enchant creature
As this Aura enters, choose a color.
Enchanted creature has protection from the chosen color. This effect doesn't remove Auras and Equipment you control that are already attached to it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brilliant Wings {1}{W}

Enchantment -- Aura

Flash
Enchant creature you control
Enchanted creature has flying and hexproof.
Whenever a creature you control enters, you may pay {1}. If you do, attach this Aura to that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cartouche of Solidarity {W}

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

Cathar's Call {2}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature has vigilance and "At the beginning of your end step, create a 1/1 white Human creature token."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clever Concealment {2}{W}{W}

Instant

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.)
Any number of target nonland permanents you control phase out. (Treat them and anything attached to them as though they don't exist until your next turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commander's Plate {1}

Artifact -- Equipment

Equipped creature gets +3/+3 and has protection from each color that's not in your commander's color identity.
Equip commander {3}
Equip {5}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest {1}{W}

Creature -- Human Cleric

Flash
If a nontoken creature would enter and it wasn't cast, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darksteel Mutation {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature is an Insect artifact creature with base power and toughness 0/1 and has indestructible, and it loses all other abilities, card types, and creature types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn's Truce {1}{W}

Instant

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)
You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demotion {W}

Enchantment -- Aura

Enchant creature
Enchanted creature can't block, and its activated abilities can't be activated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dog Umbra {1}{W}

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

Drannith Magistrate {1}{W}

Creature -- Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Emeria, the Sky Ruin

Land

This land enters tapped.
At the beginning of your upkeep, if you control seven or more Plains, you may return target creature card from your graveyard to the battlefield.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enter the Avatar State {W}

Instant -- Lesson

Until end of turn, target creature you control becomes an Avatar in addition to its other types and gains flying, first strike, lifelink, and hexproof. (A creature with hexproof can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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

Favorable Destiny {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+2 as long as it's white.
Enchanted creature has shroud as long as its controller controls another creature. (It can't be the target of spells or abilities.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Feather of Flight {1}{W}

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, draw a card.
Enchanted creature gets +1/+0 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Fortitude {2}{W}{W}

Instant

You may sacrifice a nontoken white creature rather than pay this spell's mana cost.
Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flickering Ward {W}

Enchantment -- Aura

Enchant creature
As this Aura enters, choose a color.
Enchanted creature has protection from the chosen color. This effect doesn't remove this Aura.
{W}: Return this Aura to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galadriel's Dismissal {W}

Instant

Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)
Target creature phases out. If this spell was kicked, each creature target player controls phases out instead. (Treat phased-out creatures and anything attached to them as though they don't exist until their controller's next turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gift of Granite {W}

Enchantment -- Aura

Flash (You may cast this spell any time you could cast an instant.)
Enchant creature
Enchanted creature gets +0/+2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giver of Runes {W}

Creature -- Kor Cleric

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glaring Aegis {W}

Enchantment -- Aura

Enchant creature
When this Aura enters, tap target creature an opponent controls.
Enchanted creature gets +1/+3.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Abolisher {W}{W}

Creature -- Human Cleric

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

2/2

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Grasp of the Hieromancer {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has "Whenever this creature attacks, tap target creature defending player controls."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guildscorn Ward {W}

Enchantment -- Aura

Enchant creature
Enchanted creature has protection from multicolored.

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

Idolized {1}{W}

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."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Indomitable Will {1}{W}

Enchantment -- Aura

Flash (You may cast this spell any time you could cast an instant.)
Enchant creature
Enchanted creature gets +1/+2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kor Spiritdancer {1}{W}

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

Lashknife {1}{W}

Enchantment -- Aura

If you control a Plains, you may tap an untapped creature you control rather than pay this spell's mana cost.
Enchant creature
Enchanted creature has first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

2/2

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Lightwheel Enhancements {W}

Enchantment -- Aura

Enchant creature or Vehicle
Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
Enchanted permanent gets +1/+1 and has vigilance.
Max speed -- You may cast this card from your graveyard.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Tithe {W}

Instant

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mask of Law and Grace {W}

Enchantment -- Aura

Enchant creature
Enchanted creature has protection from black and from red.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Metropolis Reformer {2}{W}

Creature -- Angel Cleric

Flying, vigilance
You have hexproof.
Whenever this creature is dealt damage, you gain that much life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Military Discipline {W}

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Mentor {2}{W}

Creature -- Human Monk

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

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Orim's Chant {W}

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ossification {1}{W}

Enchantment -- Aura

Enchant basic land you control
When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.

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

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

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

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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

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {W}.)

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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

Realmbreaker's Grasp {1}{W}

Enchantment -- Aura

Enchant artifact or creature
Enchanted permanent can't attack or block, and its activated abilities can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rebuff the Wicked {W}

Instant

Counter target spell that targets a permanent you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reprieve {1}{W}

Instant

Return target spell to its owner's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saving Grace {1}{W}

Enchantment -- Aura

Flash
Enchant creature you control
When this Aura enters, all damage that would be dealt this turn to you and permanents you control is dealt to enchanted creature instead.
Enchanted creature gets +0/+3.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sentinel's Mark {1}{W}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets +1/+2 and has vigilance.
Addendum -- When this Aura enters, if you cast it during your main phase, enchanted creature gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Shield of Duty and Reason {W}

Enchantment -- Aura

Enchant creature
Enchanted creature has protection from green and from blue.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sigarda's Aid {W}

Enchantment

You may cast Aura and Equipment spells as though they had flash.
Whenever an Equipment you control enters, you may attach it to target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silence {W}

Instant

Your opponents can't cast spells this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Solid Footing {W}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets +1/+1.
As long as enchanted creature has vigilance, it assigns combat damage equal to its toughness rather than its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Link {W}

Enchantment -- Aura

Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)
Whenever enchanted creature deals damage, you gain that much life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Mantle {1}{W}

Enchantment -- Aura

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stoneskin {2}{W}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets +0/+10.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sun Clasp {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+3.
{W}: Return enchanted creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super-Soldier Serum {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2, has first strike and vigilance, and is a legendary Soldier in addition to its other types.
Whenever enchanted creature attacks or blocks, attach any number of target Equipment you control to it.

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

Teferi's Protection {2}{W}

Instant

Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out. (While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.)
Exile Teferi's Protection.

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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

Tragic Poet {W}

Creature -- Human

{T}, Sacrifice this creature: Return target enchantment card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinblade Blessing {1}{W}{W}

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zealot's Conviction {W}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets +1/+1.
Corrupted -- As long as an opponent has three or more poison counters, enchanted creature gets an additional +1/+0 and has first strike.

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