

Aang's Iceberg 2W Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang's Iceberg 2W Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang's Iceberg 2W Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angelic Destiny 2WW Enchantment -- Aura Enchant creature Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types. When enchanted creature dies, return this card to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Angelic Destiny 2WW Enchantment -- Aura Enchant creature Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types. When enchanted creature dies, return this card to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colleen Wing, Street Samurai 1W Legendary Creature -- Human Samurai Hero Whenever you cast a spell that targets a creature you control, put a +1/+1 counter on Colleen Wing. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colleen Wing, Street Samurai 1W Legendary Creature -- Human Samurai Hero Whenever you cast a spell that targets a creature you control, put a +1/+1 counter on Colleen Wing. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Entity Tracker 2 U Creature -- Human Scout Flash Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Entity Tracker 2 U Creature -- Human Scout Flash Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Entity Tracker 2 U Creature -- Human Scout Flash Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Fae Flight 1 U Enchantment -- Aura Flash Enchant creature When this Aura enters, enchanted creature gains hexproof until end of turn. Enchanted creature gets +1/+0 and has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fae Flight 1 U Enchantment -- Aura Flash Enchant creature When this Aura enters, enchanted creature gains hexproof until end of turn. Enchanted creature gets +1/+0 and has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Impostors 1 U U Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Impostors 1 U U Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gleaming Bastion Land {T}: Add {C}. {T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gleaming Bastion Land {T}: Add {C}. {T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gleaming Bastion Land {T}: Add {C}. {T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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	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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W

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Flash
Enchant creature you control
As long as this Aura entered this
turn, enchanted creature has
hexproof.
Enchanted creature gets +1/+1.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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Enchant creature you control
As long as this Aura entered this
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Enchanted creature gets +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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}.

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When this Aura enters, exile target
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

This creature can't be blocked. Whenever this creature deals combat damage to a player, choose one that hasn't been chosen --

- * Put two +1/+1 counters on this creature.
- * Draw a card.
- * This creature becomes a copy of another target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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- * Put two +1/+1 counters on this creature.
- * Draw a card.
- * This creature becomes a copy of another target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silent Hallcreeper 1 U U Enchantment Creature -- Horror This creature can't be blocked. Whenever this creature deals combat damage to a player, choose one that hasn't been chosen -- * Put two +1/+1 counters on this creature. * Draw a card. * This creature becomes a copy of another target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyward Spider W/U W/U Creature -- Spider Human Hero Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyward Spider W/U W/U Creature -- Spider Human Hero Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyward Spider W/U W/U Creature -- Spider Human Hero Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fear of Impostors 1 U U Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Final Showdown W Instant Spree (Choose one or more additional costs.) + {1} -- All creatures lose all abilities until end of turn. + {1} -- Choose a creature you control. It gains indestructible until end of turn. + {3}{W}{W} -- Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Final Showdown W Instant Spree (Choose one or more additional costs.) + {1} -- All creatures lose all abilities until end of turn. + {1} -- Choose a creature you control. It gains indestructible until end of turn. + {3}{W}{W} -- Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fumigate 3 W W Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fumigate 3 W W Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fumigate 3 W W Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lost in the Maze X U U Enchantment Flash When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.) Tapped creatures you control have hexproof. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lost in the Maze X U U Enchantment Flash When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.) Tapped creatures you control have hexproof. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Opt U Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt U Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt U Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silent Hallcreeper 1 U Enchantment Creature -- Horror This creature can't be blocked. Whenever this creature deals combat damage to a player, choose one that hasn't been chosen -- * Put two +1/+1 counters on this creature. * Draw a card. * This creature becomes a copy of another target creature you control. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Skyward Spider

(W/U) (W/U)

Creature -- Spider Human Hero

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)

[sideboard]

2/2

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Sun-Spider, Nimble Webber

3 (W/U)

Legendary Creature -- Spider Human Hero

During your turn, Sun-Spider has flying.

When Sun-Spider enters, search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Sun-Spider, Nimble Webber

3 (W/U)

Legendary Creature -- Spider Human Hero

During your turn, Sun-Spider has flying.

When Sun-Spider enters, search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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