

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	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	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	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
Alseid of Life's Bounty W Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alseid of Life's Bounty W Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alseid of Life's Bounty W Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alseid of Life's Bounty W Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn. 1/1 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.)

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Cartouche of Solidarity (W)

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Caves of Koilos

Land

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{T}: Add {C}.
{T}: Add {W} or {B}. This land deals
1 damage to you.
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Concealed Courtyard

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This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {B}.

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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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Godless Shrine

Land -- Plains Swamp

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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($\{T\}$: Add $\{W\}$ or $\{B\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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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.

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(B)

Enchantment Creature -- Spirit

Lifelink
Whenever an enchanted creature dies,
draw a card for each Aura you
controlled that was attached to it.

1/2

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Hateful Eidolon (B) Enchantment Creature -- Spirit Lifelink Whenever an enchanted creature dies, draw a card for each Aura you controlled that was attached to it. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hateful Eidolon (B) Enchantment Creature -- Spirit Lifelink Whenever an enchanted creature dies, draw a card for each Aura you controlled that was attached to it. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hateful Eidolon (B) Enchantment Creature -- Spirit Lifelink Whenever an enchanted creature dies, draw a card for each Aura you controlled that was attached to it. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karametra's Blessing (W) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Sentinel's Eyes 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 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 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 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

Sram, Senior Edificer 1W Legendary Creature -- Dwarf Advisor Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sram, Senior Edificer 1W Legendary Creature -- Dwarf Advisor Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sram, Senior Edificer 1W Legendary Creature -- Dwarf Advisor Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sram, Senior Edificer 1W Legendary Creature -- Dwarf Advisor Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Apostle of Purifying Light 1W Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Apostle of Purifying Light 1W Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dead Weight B Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dead Weight B Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Glare of Heresy 1 W Sorcery Exile target white permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glare of Heresy 1 W Sorcery Exile target white permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushbringer 1 W Creature -- Faerie Flying, lifelink Creatures entering or dying don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushbringer 1 W Creature -- Faerie Flying, lifelink Creatures entering or dying don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Tomik, Distinguished Advokist (W)(W)

Legendary Creature -- Human Advisor

Flying

Lands on the battlefield and land cards in graveyards can't be the targets of spells or abilities your opponents control. Your opponents can't play land cards from graveyards.

[sidebar]

2/3

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