

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	Ancient Den Artifact Land {T}: Add {W}. 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	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
Benevolent Bodyguard W Creature -- Human Cleric Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/1	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	Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cave of the Frost Dragon Land If you control two or more other lands, this land enters tapped. {T}: Add {W}. {4}{W}: This land becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cliffside Rescuer 1 W Creature -- Kor Soldier Vigilance {T}, Sacrifice this creature: Target permanent you control gains protection from each of your opponents until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything controlled by those players.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conviction 1 W 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
Daybreak Coronet W W Enchantment -- Aura Enchant creature with another Aura attached to it Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devoted Caretaker W Creature -- Human Cleric {W}, {T}: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Eiganjo Castle Legendary Land {T}: Add {W}. {W}, {T}: Prevent the next 2 damage that would be dealt to target legendary creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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W

Artifact Creature -- Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

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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

①

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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Enchantment -- Aura

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

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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.

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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

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 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
Hero of Iroas (1)(W) Creature -- Human Soldier Aura spells you cast cost {1} less to cast. Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature. 2/2 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	Illuminator Virtuoso (1)(W) Creature -- Human Rogue Double strike Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 1/1 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	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	Mageta's Boon 1 W Enchantment -- Aura Flash Enchant creature Enchanted creature gets +1/+2. 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	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	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 PLAY botbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	On Thin Ice (W) Snow Enchantment -- Aura Enchant snow land you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. 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 Medallion (2) Artifact White spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Petrify (1)(W) Enchantment -- Aura Enchant artifact or creature Enchanted permanent can't attack or block, and its activated abilities can't be activated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Planar Disruption (1)(W) Enchantment -- Aura Enchant artifact, creature, or planeswalker Enchanted permanent can't attack or block, and its activated abilities can't be activated. 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	Remote Farm Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {W}{W}. If there are no depletion counters on this land, sacrifice it. 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	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." 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	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 PLAY botbox.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 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	Sheltered by Ghosts 1 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 gets +1/+0 and has lifelink and ward {2}. 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	Skrelv, Defector Mite (W) Legendary Artifact Creature -- Phyrexian Mite Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solid Footing 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 PLAYbotbox.dev	Spirit Link 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 PLAYbotbox.dev	Spirit Mantle Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has protection from creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Springleaf Drum Artifact {1}, Tap an untapped creature you control: Add one mana of any color. 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sram, Senior Edifier Legendary Creature -- Dwarf Advisor Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card. 1 W 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swift Reconfiguration Enchantment -- Aura Flash Enchant creature or Vehicle Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. (It's not a creature unless it's crewed.) W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tithe Taker Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 1 W 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Triclopean Sight Enchantment -- Aura Flash Enchant creature When this Aura enters, untap enchanted creature. Enchanted creature gets +1/+1 and has vigilance. 1 W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vexing Bauble ① Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	White Plume Adventurer ②W Creature -- Orc Cleric When this creature enters, you take the initiative. At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Light-Paws, Emperor's Voice ①W 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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