

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	Aven Mindcensor 2 W Creature -- Bird Wizard Flash Flying If an opponent would search a library, that player searches the top four cards of that library instead. 2/1 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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	Cathar Commando 1 W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 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

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.	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.)	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.)	Eiganjo Castle Legendary Land {T}: Add {W}. {W}, {T}: Prevent the next 2 damage that would be dealt to target legendary creature this turn.
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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.	Enlightened Tutor (W) Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.	Ethereal Armor (W) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	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.)
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Feather of Flight ①②W Enchantment -- Aura Flash Enchant creature When this Aura enters, draw a card. Enchanted creature gets +1/+0 and has flying.	Flagstones of Trokair Legendary Land {T}: Add {W}. When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.	Flickering Ward ②W 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.	Flowering of the White Tree ②W②W Legendary Enchantment Legendary creatures you control get +2/+1 and have ward {1}. Nonlegendary creatures you control get +1/+1.
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Galadriel's Dismissal ②W 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.)	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.	Ghost Quarter Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.	Gideon of the Trials ①②W②W Legendary Planeswalker -- Gideon [+1]: Until your next turn, prevent all damage target permanent would deal. [0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: You get an emblem with "As long as you control a Gideon planeswalker, you can't lose the game and your opponents can't win the game."
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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. 1/2 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	Glyph Elemental 1(W) 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
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	Helping Hand (W) Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped. 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. 1/2 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	Knight of the White Orchid (W)(W) Creature -- Human Knight First strike When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle. 2/2 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	Mana Tithe (W) Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	March of Otherworldly Light (X)(W) Instant As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

Land

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{T}: Add {C}.
{1}: This land becomes a 2/2
Assembly-Worker artifact creature
until end of turn. It's still a
land.
{T}: Target Assembly-Worker creature
gets +1/+1 until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{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

Token Land

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{T}: Add {C}.
{1}: This token becomes a 2/2
creature with all creature types
until end of turn. It's still a
land.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

W

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

W

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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	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	Phelia, Exuberant Shepherd 1 W Legendary Creature -- Dog Flash Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger-Captain of Eos 1 W W Creature -- Human Soldier Ranger When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorgrass Ambush 1 W Instant Razorgrass Ambush deals 3 damage to target attacking or blocking creature. --- BACK FACE --- Razorgrass Field Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. 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

Ruins of Trokair Land This land enters tapped. {T}: Add {W}. {T}, Sacrifice this land: Add {W}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rune of Sustenance 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	Sanctifier en-Vec Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sejiri Shelter 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 PLAY botbox.dev
Selfless Savior 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 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	Shardmage's Rescue 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 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

Silence Instant Your opponents can't cast spells this turn. 1/1	Skrelv, Defector Mite 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.) 2/2	Skyclave Apparition Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.)
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Basic Snow Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

W

Enchantment -- Aura

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

①②

Enchantment - - Aura

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ② W

Legendary Creature -- Dwarf Advisor

2/2

W

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

①②

Creature -- Human Soldier

2/1

W

Creature -- Human Survivor

2/1

WW

Creature -- Spirit Knight

2/2

②

Players can't untap more than one nonbasic land during their untap steps.

③ ④ W

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

- - - BACK FACE - - -

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.

W

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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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Light-Paws, Emperor's Voice (1)(W)

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

sheet 13/13 - 4 cards - 2.5 x 3.5 in each