## Akroan Skyguard {1}{W}

Creature -- Human Soldier

Flying
Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## 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.

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**Playtest cards - Neto, Ronald - Mono White Heroic (5º Open MPL - Mont Pauper League)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## Dig Site Inventory {W}

Sorcery

Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn.
Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Sorcery

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Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Double Cleave {1}{R/W}

Instant

Target creature gains double strike until end of turn. (It deals both first-strike and regular combat damage.)

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## Double Cleave {1}{R/W}

Instant

Target creature gains double strike until end of turn. (It deals both first-strike and regular combat damage.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Emerge Unscathed {W}

Instant

Target creature you control gains protection from the color of your choice until end of turn.
Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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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

**Playtest cards - Neto, Ronald - Mono White Heroic (5º Open MPL - Mont Pauper League)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment -- Aura

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Homestead Courage** (W)

Sorcery

Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn.
Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Homestead Courage** (W)

Sorcery

Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn.
Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Homestead Courage** (W)

Sorcery

Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn.
Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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

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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

**Playtest cards - Neto, Ronald - Mono White Heroic (5º Open MPL - Mont Pauper League)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## 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

## Hyena Umbra (W)

Enchantment -- Aura

Enchant creature
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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

## Lagonna-Band Trailblazer (W)

Creature -- Centaur Scout

Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it.

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it.

**0/4**

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

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Neto, Ronald - Mono White Heroic (5º Open MPL - Mont Pauper League)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

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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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**Plains**

Basic Land -- Plains

({T}: Add {W}.)

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({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

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This land enters tapped with two depletion counters on it.
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## 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

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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**

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**2/2**

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


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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


## Blacksmith's Skill {W}

Instant

Target permanent gains hexproof and indestructible until end of turn. If it's an artifact creature, it gets +2/+2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Target permanent gains hexproof and indestructible until end of turn. If it's an artifact creature, it gets +2/+2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Death Speakers {W}

Creature -- Human Cleric

Protection from black

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Death Speakers {W}

Creature -- Human Cleric

Protection from black

[sideboard]

**1/1**

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## Death Speakers {W}

Creature -- Human Cleric

Protection from black

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Freewind Falcon {1}{W}

Creature -- Bird

Flying, protection from red

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Freewind Falcon {1}{W}

Creature -- Bird

Flying, protection from red

[sideboard]

**1/1**

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## Freewind Falcon {1}{W}

Creature -- Bird

Flying, protection from red

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lifelink {W}

Enchantment -- Aura

Enchant creature
Enchanted creature has lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)

[sideboard]

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.

[sideboard]

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## Mask of Law and Grace {W}

Enchantment -- Aura

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

[sideboard]

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Enchantment -- Aura

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**Shield of Duty and Reason** (W)

Enchantment -- Aura

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

[sideboard]

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.

[sideboard]

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Enchantment -- Aura

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[sideboard]

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