Akrasan Squire {W}

Creature -- Human Soldier

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Assemble the Players {1}{W}

Enchantment

You may look at the top card of your library any time.
Once each turn, you may cast a creature spell with power 2 or less from the top of your library.

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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.

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Playtest cards - MurkyAztec - FreeForm (Fantasy Standard Weekly) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Case of the Gateway Express {1}{W}

Enchantment -- Case

When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.
To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Creatures you control get +1/+0.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coppercoat Vanguard {1}{W}

Creature -- Human Soldier

Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Vanguard {W}

Creature -- Human Soldier

2/1

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2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elspeth, Knight-Errant {2}{W}{W}

Legendary Planeswalker -- Elspeth

[+1]: Create a 1/1 white Soldier creature token.
[+1]: Target creature gets +3/+3 and gains flying until end of turn.
[-8]: You get an emblem with "Artifacts, creatures, enchantments, and lands you control have indestructible."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honor of the Pure {1}{W}

Enchantment

White creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MurkyAztec - FreeForm (Fantasy Standard Weekly) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Novice Inspector {W}

Creature -- Human Detective

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tenth District Hero (1)(W)

Creature -- Human

{1}{W}, Collect evidence 2: This creature becomes a Human Detective with base power and toughness 4/4 and gains vigilance.
{2}{W}, Collect evidence 4: If this creature is a Detective, it becomes a legendary creature named Mileva, the Stalwart, it has base power and toughness 5/5, and it gains "Other creatures you control have indestructible."

2/3

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unyielding Gatekeeper (1)(W)

Creature -- Elephant Cleric

Disguise {1}{W} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)
When this creature is turned face up, exile another target nonland permanent. If you controlled it, return it to the battlefield tapped. Otherwise, its controller creates a 2/2 white and blue Detective creature token.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MurkyAztec - FreeForm (Fantasy Standard Weekly) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wojek Investigator {2}{W}

Creature -- Angel Detective

Flying, vigilance
At the beginning of your upkeep, investigate once for each opponent who has more cards in hand than you. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

2/4

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Metropolis Reformer {2}{W}

Creature -- Angel Cleric

Flying, vigilance
You have hexproof.
Whenever this creature is dealt damage, you gain that much life.

[sideboard]

2/3

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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Priest of Thune {1}{W}

Creature -- Human Cleric

When this creature enters, you may destroy target enchantment.

[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Knight {W}{W}

Creature -- Human Knight

First strike (This creature deals combat damage before creatures without first strike.)
Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.)

[sideboard]

2/2

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MurkyAztec - FreeForm (Fantasy Standard Weekly) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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