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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Court Hussar {2}{U}

Creature -- Vedalken Knight

Vigilance
When this creature enters, look at the top three cards of your library, then put one of them into your hand and the rest on the bottom of your library in any order.
When this creature enters, sacrifice it unless {W} was spent to cast it.

1/3

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1/3

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

Playtest cards - ImmortalJerry - Pauper v3 Group 0B857E (Lagonna-Band Trailblazer, Hyena U sheet 1/8 - 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.

Dog Umbra {1}{W}

Enchantment -- Aura

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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

Eland Umbra {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +0/+4.
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

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heliod's Pilgrim {2}{W}

Creature -- Human Cleric

When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.

1/2

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Heliod's Pilgrim (2)(W)

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hero's Resolve (1)(W)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+5.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchanted creature gets +1/+5.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Idyllic Beachfront

Land -- Plains Island

({T}: Add {W} or {U}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

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({T}: Add {U}.)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ImmortalJerry - Pauper v3 Group 0B857E (Lagonna-Band Trailblazer, Hyena U sheet 4/8 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miner's Guidewing {W}

Creature -- Bird

Flying, vigilance
When this creature dies, target creature you control explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on that creature, then put the card back or put it into your graveyard.)

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Segovian Angel {W}

Creature -- Angel

Flying, vigilance

1/1

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1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solid Footing {W}

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.

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Strix Lookout 1U

Creature -- Bird

Flying, vigilance (Attacking doesn't cause this creature to tap.)
{1}{U}, {T}: Draw a card, then discard a card.

1/2

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