

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	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	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	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
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 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 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 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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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.)

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Enchant creature
Enchanted creature gets +1/+1 for
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Put a +1/+1 counter on target creature.
Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

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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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Enchant creature
Enchanted creature gets +1/+1 and
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Umbra armor (If enchanted creature
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W

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

0/4

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W

Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Basic Snow Land -- Plains

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Enchantment -- Aura

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant -- Lesson

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Enchantment

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Enchantment - - Aura

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W

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

[sideboard]

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[sidebar]

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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Enchant creature
Enchanted creature has protection
from green and from blue.
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[sideboard]

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[sideboard]

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W

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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.

[sidebar]

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W

Target creature you control gets +2/+2 until end of turn. If that creature is an Ally, it also gains flying until end of turn.

[sideboard]

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