

Akroan Skyguard

① ② 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 ② 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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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.

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Cho-Manno's Blessing WW 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 this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

WW

Flash
Enchant creature
As this Aura enters, choose a color.
Enchanted creature has protection
from the chosen color. This effect
doesn't remove this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

W W

Flash
Enchant creature
As this Aura enters, choose a color.
Enchanted creature has protection
from the chosen color. This effect
doesn't remove this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

W

Provoke (Whenever this creature attacks, you may have target creature defending player controls untap and block it if able.)

[1]{W}: Prevent all combat damage that would be dealt to and dealt by this creature this turn.

1/1

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W

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{1}{W}: Prevent all combat damage that would be dealt to and dealt by this creature this turn.

1/1

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{1}{W}: Prevent all combat damage that would be dealt to and dealt by this creature this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① (R/W)

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

W

Enchant creature
Enchanted creature gets +1/+1 for
each enchantment you control and has
first strike.

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W

Enchant creature
Enchanted creature gets +1/+1 for
each enchantment you control and has
first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hyena Umbra 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 PLAYbotbox.dev	Hyena Umbra 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 PLAYbotbox.dev
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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 PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sacred Cat W Creature -- Cat Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Cat W Creature -- Cat Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secluded Steppe W Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secluded Steppe W Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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	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	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	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

Vault Skirge (1)(BP) Artifact Creature -- Phyrexian Imp ({B/P} can be paid with either {B} or 2 life.) Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault Skirge (1)(BP) Artifact Creature -- Phyrexian Imp ({B/P} can be paid with either {B} or 2 life.) Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault Skirge (1)(BP) Artifact Creature -- Phyrexian Imp ({B/P} can be paid with either {B} or 2 life.) Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault Skirge (1)(BP) Artifact Creature -- Phyrexian Imp ({B/P} can be paid with either {B} or 2 life.) Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 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 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	Journey to Nowhere (1)(W) Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Journey to Nowhere1W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere1W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Revoke Existence1W Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Revoke Existence1W Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Standard Bearer 1W Creature -- Human Flagbearer While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Standard Bearer 1W Creature -- Human Flagbearer While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Standard Bearer 1W Creature -- Human Flagbearer While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	