Abiding Grace {2}{W}

Enchantment

At the beginning of your end step, choose one --
* You gain 1 life.
* Return target creature card with mana value 1 from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abiding Grace {2}{W}

Enchantment

At the beginning of your end step, choose one --
* You gain 1 life.
* Return target creature card with mana value 1 from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abiding Grace {2}{W}

Enchantment

At the beginning of your end step, choose one --
* You gain 1 life.
* Return target creature card with mana value 1 from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abiding Grace {2}{W}

Enchantment

At the beginning of your end step, choose one --
* You gain 1 life.
* Return target creature card with mana value 1 from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dauzvardis, Fabian - Vintage ($1K - Value Vintage - SCG CON Baltimore - S 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.

Champion of the Parish (W)

Creature -- Human Soldier

Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of the Parish (W)

Creature -- Human Soldier

Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of the Parish (W)

Creature -- Human Soldier

Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of the Parish (W)

Creature -- Human Soldier

Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guide of Souls (W)

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guide of Souls (W)

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kami of False Hope (W)

Creature -- Spirit

Sacrifice this creature: Prevent all combat damage that would be dealt this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kami of False Hope (W)

Creature -- Spirit

Sacrifice this creature: Prevent all combat damage that would be dealt this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Kami of False Hope (W)

Creature -- Spirit

Sacrifice this creature: Prevent all combat damage that would be dealt this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kami of False Hope (W)

Creature -- Spirit

Sacrifice this creature: Prevent all combat damage that would be dealt this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Martyr of Sands (W)

Creature -- Human Cleric

{1}, Reveal X white cards from your hand, Sacrifice this creature: You gain three times X life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Martyr of Sands (W)

Creature -- Human Cleric

{1}, Reveal X white cards from your hand, Sacrifice this creature: You gain three times X life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Martyr of Sands (W)

Creature -- Human Cleric

{1}, Reveal X white cards from your hand, Sacrifice this creature: You gain three times X life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Martyr of Sands (W)

Creature -- Human Cleric

{1}, Reveal X white cards from your hand, Sacrifice this creature: You gain three times X life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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 - Dauzvardis, Fabian - Vintage ($1K - Value Vintage - SCG CON Baltimore - S 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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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 - Dauzvardis, Fabian - Vintage ($1K - Value Vintage - SCG CON Baltimore - S 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

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Port Town

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Port Town

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sky Hussar {3}{W}{U}

Creature -- Human Knight

Flying
When this creature enters, untap all creatures you control.
Forecast -- Tap two untapped white and/or blue creatures you control, Reveal this card from your hand: Draw a card. (Activate only during your upkeep and only once each turn.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sky Hussar {3}{W}{U}

Creature -- Human Knight

Flying
When this creature enters, untap all creatures you control.
Forecast -- Tap two untapped white and/or blue creatures you control, Reveal this card from your hand: Draw a card. (Activate only during your upkeep and only once each turn.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sky Hussar {3}{W}{U}

Creature -- Human Knight

Flying
When this creature enters, untap all creatures you control.
Forecast -- Tap two untapped white and/or blue creatures you control, Reveal this card from your hand: Draw a card. (Activate only during your upkeep and only once each turn.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sky Hussar {3}{W}{U}

Creature -- Human Knight

Flying
When this creature enters, untap all creatures you control.
Forecast -- Tap two untapped white and/or blue creatures you control, Reveal this card from your hand: Draw a card. (Activate only during your upkeep and only once each turn.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Speaker of the Heavens {W}

Creature -- Human Cleric

Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.)
{T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Speaker of the Heavens {W}

Creature -- Human Cleric

Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.)
{T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Speaker of the Heavens {W}

Creature -- Human Cleric

Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.)
{T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dauzvardis, Fabian - Vintage ($1K - Value Vintage - SCG CON Baltimore - S sheet 6/10 - 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.

Speaker of the Heavens {W}

Creature -- Human Cleric

Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.)
{T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Inspector {W}

Creature -- Human Soldier

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Inspector {W}

Creature -- Human Soldier

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Inspector {W}

Creature -- Human Soldier

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fragmentize {W}

Sorcery

Destroy target artifact or enchantment with mana value 4 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fragmentize {W}

Sorcery

Destroy target artifact or enchantment with mana value 4 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyclave Apparition {1}{W}{W}

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyclave Apparition {1}{W}{W}

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Skyclave Apparition {1}{W}{W}

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyclave Apparition {1}{W}{W}

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, Guardian of Thraben {1}{W}

Legendary Creature -- Human Soldier

First strike
Noncreature spells cost {1} more to cast.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, Guardian of Thraben {1}{W}

Legendary Creature -- Human Soldier

First strike
Noncreature spells cost {1} more to cast.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Thalia, Guardian of Thraben 1W

Legendary Creature -- Human Soldier

First strike
Noncreature spells cost {1} more to cast.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tragic Poet W

Creature -- Human

{T}, Sacrifice this creature: Return target enchantment card from your graveyard to your hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tragic Poet W

Creature -- Human

{T}, Sacrifice this creature: Return target enchantment card from your graveyard to your hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.