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

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

Playtest cards - tylerg04 - Mono White Heroic (Pauper $1k @ Owl Central Games) 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.

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 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Dig Site Inventory (W)

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dig Site Inventory (W)

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dig Site Inventory (W)

Sorcery

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.)

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.

Dig Site Inventory (W)

Sorcery

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.)

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

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

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

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

Healer's Hawk (W)

Creature -- Bird

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

Healer's Hawk (W)

Creature -- Bird

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

Hyena Umbra (W)

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 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.

Hyena Umbra (W)

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 PLAY botbox.dev

Hyena Umbra (W)

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 PLAY botbox.dev

Hyena Umbra (W)

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 PLAY botbox.dev

Karametra's Blessing (W)

Instant

Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

Playtest cards - tylerg04 - Mono White Heroic (Pauper $1k @ Owl Central Games) 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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - tylerg04 - Mono White Heroic (Pauper $1k @ Owl Central Games) sheet 5/10 - 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

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

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

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Playtest cards - tylerg04 - Mono White Heroic (Pauper $1k @ Owl Central Games) sheet 7/10 - 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.

Spirit Link {W}

Enchantment -- Aura

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Link {W}

Enchantment -- Aura

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Link {W}

Enchantment -- Aura

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Link {W}

Enchantment -- Aura

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dust to Dust {1}{W}{W}

Sorcery

Exile two target artifacts.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dust to Dust {1}{W}{W}

Sorcery

Exile two target artifacts.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Freewind Falcon {1}{W}

Creature -- Bird

Flying, protection from red

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Freewind Falcon {1}{W}

Creature -- Bird

Flying, protection from red

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - tylerg04 - Mono White Heroic (Pauper $1k @ Owl Central Games) sheet 8/10 - 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.

Freewind Falcon {1}{W}

Creature -- Bird

Flying, protection from red

[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 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

Mask of Law and Grace {W}

Enchantment -- Aura

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mask of Law and Grace {W}

Enchantment -- Aura

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mask of Law and Grace {W}

Enchantment -- Aura

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shield of Duty and Reason {W}

Enchantment -- Aura

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shield of Duty and Reason {W}

Enchantment -- Aura

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - tylerg04 - Mono White Heroic (Pauper $1k @ Owl Central Games) sheet 9/10 - 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.

Shield of Duty and Reason (W)

Enchantment -- Aura

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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.