

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 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	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.) 1/1 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.) 1/1 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.) 1/1 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deftblade Elite ^W Creature -- Human Soldier 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deftblade Elite W Creature -- Human Soldier 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deftblade Elite W Creature -- Human Soldier 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deftblade Elite W Creature -- Human Soldier 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emerge Unscathed W Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emerge Unscathed W Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emerge Unscathed W Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emerge Unscathed W Instant 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.) 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 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	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	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	Karametra's Blessing 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 PLAYbotbox.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	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	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	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Snow-Covered Plains

Basic Snow Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beckon Apparition

(W/B)

Instant

Exile target card from a graveyard.
Create a 1/1 white and black Spirit
creature token with flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beckon Apparition

(W/B)

Instant

Exile target card from a graveyard.
Create a 1/1 white and black Spirit
creature token with flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Benevolent Blessing

①②

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fragmentize

W

Sorcerv

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - tcgden - Pauper (Pauper League)

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Fragmentize W Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fragmentize W Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fragmentize W Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gut Shot RP Instant {R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gut Shot RP Instant {R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Homestead Courage 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Homestead Courage 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lifelink Enchantment -- Aura Enchant creature Enchanted creature has lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Standard Bearer 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 PLAY botbox.dev	Standard Bearer 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 PLAY botbox.dev	

Playtest cards - tcgden - Pauper (Pauper League)

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.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each