

① W

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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Enchant creature you control
When this Aura enters, create a 1/1
white Warrior creature token with
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Enchanted creature gets +1/+1 and
has first strike. (It deals combat
damage before creatures without
first strike.)

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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.

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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. <div>1/1</div> 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. <div>1/1</div> 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. <div>1/1</div> 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
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<div><div><div>Ethereal Armor</div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ethereal Armor</div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Holy Strength</div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature gets +1/+2.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Holy Strength</div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature gets +1/+2.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Hyena Umbra</div><div>Enchantment -- Aura</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hyena Umbra</div><div>Enchantment -- Aura</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hyena Umbra</div><div>Enchantment -- Aura</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hyena Umbra</div><div>Enchantment -- Aura</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Lagonna-Band Trailblazer (W)</div> <div>Creature -- Centaur Scout</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lagonna-Band Trailblazer (W)</div> <div>Creature -- Centaur Scout</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lagonna-Band Trailblazer (W)</div> <div>Creature -- Centaur Scout</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lagonna-Band Trailblazer (W)</div> <div>Creature -- Centaur Scout</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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Sec'luded Steppe

Land

This land enters tapped.
{T}: Add {W}.
Cycling {W} ({W}, Discard this card:
Draw a card.)

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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.)

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Enchanted creature gets +1/+1 and
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Escape--{W}, Exile two other cards
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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.)

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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 PLAY botbox.dev

Solid Footing (W)

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets +1/+1.
As long as enchanted creature has
vigilance, it assigns combat damage
equal to its toughness rather than
its power.

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Solid Footing (W)

Enchantment -- Aura

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Flash
Enchant creature
Enchanted creature gets +1/+1.
As long as enchanted creature has
vigilance, it assigns combat damage
equal to its toughness rather than
its power.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Link

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.de

Playtest cards - ILunar - Pauper (Pauper League) 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.

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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.

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① ② BP

({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.)

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Lifelink (Damage dealt by this
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(W/B)

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

[sideboard]

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(W/B)

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Protection from red
{W}: Target creature gains
protection from red until end of
turn.

[sidebar]

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① W

Protection from red
{W}: Target creature gains
protection from red until end of
turn.

```
[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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<div><div><div>Gut Shot</div><div>RP</div></div><div><div>Instant</div><div>{R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gut Shot</div><div>RP</div></div><div><div>Instant</div><div>{R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gut Shot</div><div>RP</div></div><div><div>Instant</div><div>{R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gut Shot</div><div>RP</div></div><div><div>Instant</div><div>{R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div> <div> Spirit Link W </div> <div> Enchantment -- Aura </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Standard Bearer 1W </div> <div> Creature -- Human Flagbearer </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Standard Bearer 1W </div> <div> Creature -- Human Flagbearer </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	