## Armored Armadillo {W}

Creature -- Armadillo

Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
{3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness.

**0/4**

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## 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.

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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.

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**Playtest cards - shioray - Pauper (Pauper League)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## 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.)

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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.

**1/1**

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## Ethereal Armor (W)

Enchantment -- Aura

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

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## 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.)

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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**

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## Plains

Basic Land -- Plains

({T}: Add {W}.)

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Slumbering Keepguard {W}

Creature -- Human Knight

Whenever an enchantment you control enters, scry 1.
{2}{W}: This creature gets +1/+1 until end of turn for each enchantment you control.

**1/1**

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## 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Triclopean Sight {1}{W}

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, untap enchanted creature.
Enchanted creature gets +1/+1 and has vigilance.

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## Vault Skirge {1}{B/P}

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


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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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

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


## Death Speakers {W}

Creature -- Human Cleric

Protection from black

[sideboard]

**1/1**

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[sideboard]

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## Death Speakers (W)

Creature -- Human Cleric

Protection from black

[sideboard]

1/1

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Creature -- Human Cleric

Protection from black

[sideboard]

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.)

[sideboard]

1/1

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[sideboard]

1/1

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]

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

[sideboard]

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.

[sideboard]

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**Spirit Link** (W)

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