

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
Apostle's Blessing (1)(WP) Instant ({W/P} can be paid with either {W} or 2 life.) Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle's Blessing (1)(WP) Instant ({W/P} can be paid with either {W} or 2 life.) Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn. 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

① ② W

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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W

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

1/1

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W

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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W

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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<div><div><div>Cartouche of Solidarity</div><div>Enchantment -- Aura Cartouche</div><div>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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Cartouche of Solidarity</div><div>Enchantment -- Aura Cartouche</div><div>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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Cartouche of Solidarity</div><div>Enchantment -- Aura Cartouche</div><div>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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Dog Umbra</div><div>Enchantment -- Aura</div><div>Flash Enchant creature As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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W

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

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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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Enchanted creature gets +1/+1 and
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Umbra armor (If enchanted creature
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Aura.)

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Enchant creature
Enchanted creature gets +1/+1 and
has first strike.
Umbral armor (If enchanted creature
would be destroyed, instead remove
all damage from it and destroy this
Aura.)

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Enchant creature
Enchanted creature gets +1/+1 and
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Umbr a armor (If enchanted creature
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all damage from it and destroy this
Aura.)

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W

Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it.

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<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>Mutagenic Growth (GP)</div> <div>Instant</div> <div>({G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mutagenic Growth (GP)</div> <div>Instant</div> <div>({G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mutagenic Growth (GP)</div> <div>Instant</div> <div>({G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div>Secluded Steppe</div><div>Land</div><div>This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sentinel's Eyes</div><div>Enchantment -- Aura</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sentinel's Eyes</div><div>Enchantment -- Aura</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sentinel's Eyes</div><div>Enchantment -- Aura</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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Enchant creature
Enchanted creature gets +1/+1 and
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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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W

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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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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{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

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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
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[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.

[sidebar]

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W

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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[sideboard]
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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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn Charm (1)(W) Instant Choose one -- * Prevent all combat damage that would be dealt this turn. * Regenerate target creature. * Counter target spell that targets you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn Charm (1)(W) Instant Choose one -- * Prevent all combat damage that would be dealt this turn. * Regenerate target creature. * Counter target spell that targets you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Death Speakers (W) Creature -- Human Cleric Protection from black [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Death Speakers (W) Creature -- Human Cleric Protection from black [sideboard] <div>1/1</div> 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Standard Bearer (1)(W) 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] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Standard Bearer<div>1W</div></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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Standard Bearer<div>1W</div></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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Standard Bearer<div>1W</div></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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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