

Akroan Skyguard

Creature -- Human Soldier

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

Akroan Skyguard

Creature -- Human Soldier

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

Akroan Skyguard

Creature -- Human Soldier

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

Benevolent Blessing

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.

Benevolent Blessing

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.

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.)

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.)

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.)

Cartouche of Solidarity (W) <hr/> Enchantment -- Aura Cartouche <hr/> <p>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.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Deftblade Elite (W) <hr/> Creature -- Human Soldier <hr/> <p>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.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Deftblade Elite (W) <hr/> Creature -- Human Soldier <hr/> <p>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.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Deftblade Elite (W) <hr/> Creature -- Human Soldier <hr/> <p>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.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Deftblade Elite (W) <hr/> Creature -- Human Soldier <hr/> <p>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.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Dog Umbra (1)(W) <hr/> Enchantment -- Aura <hr/> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Dog Umbra (1)(W) <hr/> Enchantment -- Aura <hr/> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Emerge Unscathed (W) <hr/> Instant <hr/> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

W

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

W

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

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

W

Enchant creature
Enchanted creature gets +1/+1 and
has first strike.
Umbr a 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

W

Enchant creature
Enchanted creature gets +1/+1 and
has first strike.
Umbr a 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

W

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

W

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

W

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

W

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

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>
<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>

<div> <div>Sacred Cat</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Cat</div> <div> <div>Lifelink</div> <div> <div>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.)</div> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sacred Cat</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Cat</div> <div> <div>Lifelink</div> <div> <div>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.)</div> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sacred Cat</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Cat</div> <div> <div>Lifelink</div> <div> <div>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.)</div> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sacred Cat</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Cat</div> <div> <div>Lifelink</div> <div> <div>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.)</div> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Secluded Steppe</div> </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {W}.</div> <div>Cycling {W} ({W}, Discard this card: Draw a card.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Secluded Steppe</div> </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {W}.</div> <div>Cycling {W} ({W}, Discard this card: Draw a card.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sentinel's Eyes</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div> <div>Enchanted creature gets +1/+1 and has vigilance.</div> <div>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sentinel's Eyes</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div> <div>Enchanted creature gets +1/+1 and has vigilance.</div> <div>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - Casanova_13 - Pauper (Pauper Challenge 64)

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

<div>Sentinel's Eyes</div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has vigilance.</p> <p>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Sentinel's Eyes</div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has vigilance.</p> <p>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Spirit Link</div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)</p> <p>Whenever enchanted creature deals damage, you gain that much life.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Vault Skirge</div> <div>Artifact Creature -- Phyrexian Imp</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Flying</p> <p>Lifelink (Damage dealt by this creature also causes you to gain that much life.)</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Beckon Apparition</div> <div>Instant</div> <div> <p>Exile target card from a graveyard. Create a 1/1 white and black Spirit creature token with flying.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Beckon Apparition</div> <div>Instant</div> <div> <p>Exile target card from a graveyard. Create a 1/1 white and black Spirit creature token with flying.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Freewind Falcon</div> <div>Creature -- Bird</div> <div> <p>Flying, protection from red</p> <p>[sideboard]</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Freewind Falcon</div> <div>Creature -- Bird</div> <div> <p>Flying, protection from red</p> <p>[sideboard]</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - Casanova_13 - Pauper (Pauper Challenge 64)

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

Freewind Falcon

Creature -- Bird

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gut Shot

Instant

Gut Shot

Instant

Revoke Existence

Sorcery

Revoke Existence

Sorcery

Revoke Existence

Sorcery

Spare from Evil

Instant

Spirit Link

Enchantment - - Aura

<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 (1)(W) </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 (1)(W) </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>	