

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. 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. 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

Playtest cards - _against_ - Pauper (Pauper Challenge 32)

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 1/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Besotted Knight</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>3/3</div> </div> </div> <div> <div>----- ADVENTURE -----</div> <div> <div>Betroth the Beast</div> <div> <div>W</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <div>Create a Royal Role token attached to target creature you control. (Enchanted creature gets +1/+1 and has ward {1}.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Besotted Knight</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>3/3</div> </div> </div> <div> <div>----- ADVENTURE -----</div> <div> <div>Betroth the Beast</div> <div> <div>W</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <div>Create a Royal Role token attached to target creature you control. (Enchanted creature gets +1/+1 and has ward {1}.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Cartouche of Solidarity</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura Cartouche</div> <div> <div>Enchant creature you control</div> <div>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.</div> <div>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Cartouche of Solidarity</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura Cartouche</div> <div> <div>Enchant creature you control</div> <div>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.</div> <div>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Ethereal Armor (W) <hr/> Enchantment -- Aura <hr/> Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	Ethereal Armor (W) <hr/> Enchantment -- Aura <hr/> Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	Ethereal Armor (W) <hr/> Enchantment -- Aura <hr/> Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	Homestead Courage (W) <hr/> Sorcery <hr/> 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.)
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Homestead Courage (W) <hr/> Sorcery <hr/> 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.)	Hyena Umbra (W) <hr/> Enchantment -- Aura <hr/> 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.)	Hyena Umbra (W) <hr/> Enchantment -- Aura <hr/> 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.)	Hyena Umbra (W) <hr/> Enchantment -- Aura <hr/> 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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Hyena Umbra W <hr/> Enchantment -- Aura <hr/> 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>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Lagonna-Band Trailblazer W <hr/> Creature -- Centaur Scout <hr/> Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it. <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Lagonna-Band Trailblazer W <hr/> Creature -- Centaur Scout <hr/> Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it. <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Lagonna-Band Trailblazer W <hr/> Creature -- Centaur Scout <hr/> Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it. <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Lagonna-Band Trailblazer W <hr/> Creature -- Centaur Scout <hr/> Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on it. <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Loran's Escape W <hr/> Instant <hr/> Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Loran's Escape W <hr/> Instant <hr/> Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Plains <hr/> Basic Land -- Plains <hr/> ({T}: Add {W}.) <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - against - Pauper (Pauper Challenge 32)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

<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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<p>Sacred Cat (W)</p> <p>Creature -- Cat</p> <p>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.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sacred Cat (W)</p> <p>Creature -- Cat</p> <p>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.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sentinel's Eyes (W)</p> <p>Enchantment -- Aura</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sentinel's Eyes (W)</p> <p>Enchantment -- Aura</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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. <div>1/1</div> 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. 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. 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. 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	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	Freewind Falcon 1 W Creature -- Bird Flying, protection from red [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Freewind Falcon 1 W Creature -- Bird Flying, protection from red [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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