## 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


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**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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - G-Monteiro - Pauper (Pauper Challenge 32)** sheet 1/10 - 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.

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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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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{1}{W}: Prevent all combat damage that would be dealt to and dealt by this creature this turn.

1/1

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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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


**Playtest cards - G-Monteiro - Pauper (Pauper Challenge 32)** sheet 2/10 - 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.

## Emerge Unscathed (W)

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Target creature you control gains protection from the color of your choice until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ethereal Armor (W)

Enchantment -- Aura

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment -- Aura

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Enchantment -- Aura

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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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

**Playtest cards - G-Monteiro - Pauper (Pauper Challenge 32)** sheet 3/10 - 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.

## 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karametra's Blessing {W}

Instant

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


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Instant

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


## 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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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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Creature -- Centaur Scout

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

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {W}.)

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**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - G-Monteiro - Pauper (Pauper Challenge 32)** sheet 5/10 - 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.

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

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.)

**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.)

**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.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - G-Monteiro - Pauper (Pauper Challenge 32)** sheet 6/10 - 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.

## 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.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Secluded Steppe

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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

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## Secluded Steppe

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - G-Monteiro - Pauper (Pauper Challenge 32)** 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.

## 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

## 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

## 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

## 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]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Freewind Falcon {1}{W}

Creature -- Bird

Flying, protection from red

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - G-Monteiro - Pauper (Pauper Challenge 32)** sheet 8/10 - 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.

## Gut Shot {RP}

Instant

({R/P} can be paid with either {R} or 2 life.)
Gut Shot deals 1 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gut Shot {RP}

Instant

({R/P} can be paid with either {R} or 2 life.)
Gut Shot deals 1 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({R/P} can be paid with either {R} or 2 life.)
Gut Shot deals 1 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Relic of Progenitus {1}

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Relic of Progenitus {1}

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spare from Evil {1}{W}

Instant

Creatures you control gain protection from non-Human creatures until end of turn.

[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

## 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



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**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]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Flagbearer

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[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - G-Monteiro - Pauper (Pauper Challenge 32)** sheet 10/10 - 3 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.