Ballyrush Banneret {1}{W}

Creature -- Kithkin Soldier

Kithkin spells and Soldier spells you cast cost {1} less to cast.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardians' Pledge {1}{W}{W}

Instant

White creatures you control get +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardians' Pledge {1}{W}{W}

Instant

White creatures you control get +2/+2 until end of turn.

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White creatures you control get +2/+2 until end of turn.

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Playtest cards - VladimirVuitsitskii - Pauper v3 Group 3FFDAF (Of One Mind, Thraben Inspec sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Idyllic Grange

Land -- Plains

({T}: Add {W}.)
This land enters tapped unless you control three or more other Plains.
When this land enters untapped, put a +1/+1 counter on target creature you control.

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Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

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Kor Skyfisher {1}{W}

Creature -- Kor Soldier

Flying
When this creature enters, return a permanent you control to its owner's hand.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kor Skyfisher {1}{W}

Creature -- Kor Soldier

Flying
When this creature enters, return a permanent you control to its owner's hand.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kor Skyfisher {1}{W}

Creature -- Kor Soldier

Flying
When this creature enters, return a permanent you control to its owner's hand.

2/3

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Creature -- Kor Soldier

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When this creature enters, return a permanent you control to its owner's hand.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Militia Bugler {2}{W}

Creature -- Human Soldier

Vigilance (Attacking doesn't cause this creature to tap.)
When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/3

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Inspector {W}

Creature -- Human Soldier

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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Veteran Armorer {1}{W}

Creature -- Human Soldier

Other creatures you control get +0/+1.

2/2

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Veteran Armorer {1}{W}

Creature -- Human Soldier

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2/2

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2/2

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Veteran Armorer {1}{W}

Creature -- Human Soldier

Other creatures you control get +0/+1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veteran Armorsmith {W}{W}

Creature -- Human Soldier

Other Soldier creatures you control get +0/+1.

2/3

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Veteran Armorsmith {W}{W}

Creature -- Human Soldier

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Veteran Swordsmith (2)(W)

Creature -- Human Soldier

Other Soldier creatures you control get +1/+0.

3/2

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Veteran Swordsmith (2)(W)

Creature -- Human Soldier

Other Soldier creatures you control get +1/+0.

3/2

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3/2

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Creature -- Human Soldier

Other Soldier creatures you control get +1/+0.

3/2

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.)

[sideboard]

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Revoke Existence 1W

Sorcery

Exile target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exile target artifact or enchantment.

[sideboard]

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[sideboard]

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Revoke Existence 1W

Sorcery

Exile target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scour from Existence 7

Instant

Exile target permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scour from Existence 7

Instant

Exile target permanent.

[sideboard]

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Scour from Existence 7

Instant

Exile target permanent.

[sideboard]

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Instant

Exile target permanent.

[sideboard]

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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

Spare from Evil {1}{W}

Instant

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

[sideboard]

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