Abzan Runemark {2}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2.
Enchanted creature has vigilance as long as you control a black or green permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bant Sureblade {G/U}{W}

Creature -- Human Soldier

As long as you control another multicolored permanent, this creature gets +1/+1 and has first strike.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clout of the Dominus {U/R}

Enchantment -- Aura

Enchant creature
As long as enchanted creature is blue, it gets +1/+1 and has shroud. (It can't be the target of spells or abilities.)
As long as enchanted creature is red, it gets +1/+1 and has haste.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DanielConway - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) sheet 1/8 - 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.

Clout of the Dominus (U/R)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Edge of the Divinity (W/B)

Enchantment -- Aura

Enchant creature
As long as enchanted creature is white, it gets +1/+2.
As long as enchanted creature is black, it gets +2/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Edge of the Divinity (W/B)

Enchantment -- Aura

Enchant creature
As long as enchanted creature is white, it gets +1/+2.
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As long as enchanted creature is black, it gets +2/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Esper Stormblade (W/B)(U)

Artifact Creature -- Vedalken Wizard

As long as you control another multicolored permanent, this creature gets +1/+1 and has flying.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Esper Stormblade (W/B)(U)

Artifact Creature -- Vedalken Wizard

As long as you control another multicolored permanent, this creature gets +1/+1 and has flying.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Esper Stormblade (W/B)(U)

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DanielConway - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) sheet 2/8 - 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.

Esper Stormblade {W/B}{U}

Artifact Creature -- Vedalken Wizard

As long as you control another multicolored permanent, this creature gets +1/+1 and has flying.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Favor of the Overbeing {1}{G/U}

Enchantment -- Aura

Enchant creature
As long as enchanted creature is green, it gets +1/+1 and has vigilance.
As long as enchanted creature is blue, it gets +1/+1 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Favor of the Overbeing {1}{G/U}

Enchantment -- Aura

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As long as enchanted creature is green, it gets +1/+1 and has vigilance.
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As long as enchanted creature is blue, it gets +1/+1 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helm of the Ghastlord {3}{U/B}

Enchantment -- Aura

Enchant creature
As long as enchanted creature is blue, it gets +1/+1 and has "Whenever this creature deals damage to an opponent, draw a card."
As long as enchanted creature is black, it gets +1/+1 and has "Whenever this creature deals damage to an opponent, that player discards a card."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

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Basic Land -- Island

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Playtest cards - DanielConway - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) sheet 4/8 - 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

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 - DanielConway - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) sheet 5/8 - 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.

Scuttlemutt 3

Artifact Creature -- Scarecrow

{T}: Add one mana of any color.
{T}: Target creature becomes the color or colors of your choice until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scuttlemutt 3

Artifact Creature -- Scarecrow

{T}: Add one mana of any color.
{T}: Target creature becomes the color or colors of your choice until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scuttlemutt 3

Artifact Creature -- Scarecrow

{T}: Add one mana of any color.
{T}: Target creature becomes the color or colors of your choice until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shield of the Oversoul 2 G/W

Enchantment -- Aura

Enchant creature
As long as enchanted creature is green, it gets +1/+1 and has indestructible. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)
As long as enchanted creature is white, it gets +1/+1 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As long as enchanted creature is white, it gets +1/+1 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shyft 4 U

Creature -- Shapeshifter

At the beginning of your upkeep, you may have this creature become the color or colors of your choice. (This effect lasts indefinitely.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DanielConway - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) sheet 6/8 - 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.

Shyft {4}{U}

Creature -- Shapeshifter

At the beginning of your upkeep, you may have this creature become the color or colors of your choice. (This effect lasts indefinitely.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shyft {4}{U}

Creature -- Shapeshifter

At the beginning of your upkeep, you may have this creature become the color or colors of your choice. (This effect lasts indefinitely.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shyft {4}{U}

Creature -- Shapeshifter

At the beginning of your upkeep, you may have this creature become the color or colors of your choice. (This effect lasts indefinitely.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skybridge Towers

Land

This land enters tapped.
{T}: Add {W} or {U}.
{2}{W}{U}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skybridge Towers

Land

This land enters tapped.
{T}: Add {W} or {U}.
{2}{W}{U}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steel of the Godhead {2}{W/U}

Enchantment -- Aura

Enchant creature
As long as enchanted creature is white, it gets +1/+1 and has lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)
As long as enchanted creature is blue, it gets +1/+1 and can't be blocked.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - DanielConway - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) sheet 7/8 - 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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Enchant creature
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

University Campus

Land

This land enters tapped.
{T}: Add {W} or {U}.
{4}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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University Campus

Land

This land enters tapped.
{T}: Add {W} or {U}.
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Playtest cards - DanielConway - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) sheet 8/8 - 4 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.