Cathar Commando {1}{W}

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glorifier of Suffering {2}{W}

Creature -- Vampire Soldier

When this creature enters, you may sacrifice another creature or artifact. When you do, put a +1/+1 counter on each of up to two target creatures.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glorifier of Suffering {2}{W}

Creature -- Vampire Soldier

When this creature enters, you may sacrifice another creature or artifact. When you do, put a +1/+1 counter on each of up to two target creatures.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glorifier of Suffering {2}{W}

Creature -- Vampire Soldier

When this creature enters, you may sacrifice another creature or artifact. When you do, put a +1/+1 counter on each of up to two target creatures.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glorifier of Suffering {2}{W}

Creature -- Vampire Soldier

When this creature enters, you may sacrifice another creature or artifact. When you do, put a +1/+1 counter on each of up to two target creatures.

3/2

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helicarrier Strike {W}

Instant

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)
Helicarrier Strike deals 2 damage to target attacking or blocking creature. If this spell was cast using teamwork, it deals 4 damage to that creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RobG - Pauper ($1K Pauper - SCG CON Los Angeles - Friday - 10:00 am) 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.

Helicarrier Strike (W)

Instant

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)
Helicarrier Strike deals 2 damage to target attacking or blocking creature. If this spell was cast using teamwork, it deals 4 damage to that creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helicarrier Strike (W)

Instant

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)
Helicarrier Strike deals 2 damage to target attacking or blocking creature. If this spell was cast using teamwork, it deals 4 damage to that creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helicarrier Strike (W)

Instant

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)
Helicarrier Strike deals 2 damage to target attacking or blocking creature. If this spell was cast using teamwork, it deals 4 damage to that creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mosquito Guard (W)

Creature -- Kithkin Soldier

First strike
Reinforce 1--{1}{W} ({1}{W}, Discard this card: Put a +1/+1 counter on target creature.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mosquito Guard (W)

Creature -- Kithkin Soldier

First strike
Reinforce 1--{1}{W} ({1}{W}, Discard this card: Put a +1/+1 counter on target creature.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mosquito Guard (W)

Creature -- Kithkin Soldier

First strike
Reinforce 1--{1}{W} ({1}{W}, Discard this card: Put a +1/+1 counter on target creature.)

1/1

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.

Mosquito Guard {W}

Creature -- Kithkin Soldier

First strike
Reinforce 1--{1}{W} ({1}{W}, Discard this card: Put a +1/+1 counter on target creature.)

1/1

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

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

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

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

Playtest cards - RobG - Pauper ($1K Pauper - SCG CON Los Angeles - Friday - 10:00 am) sheet 4/10 - 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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raise the Alarm {1}{W}

Instant

Create two 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raise the Alarm {1}{W}

Instant

Create two 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raise the Alarm {1}{W}

Instant

Create two 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RobG - Pauper ($1K Pauper - SCG CON Los Angeles - Friday - 10:00 am) 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.

Raise the Alarm {1}{W}

Instant

Create two 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rhox Veteran {3}{W}

Creature -- Rhino Soldier

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)
Whenever this creature attacks, tap target creature an opponent controls.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rhox Veteran {3}{W}

Creature -- Rhino Soldier

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)
Whenever this creature attacks, tap target creature an opponent controls.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rhox Veteran {3}{W}

Creature -- Rhino Soldier

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)
Whenever this creature attacks, tap target creature an opponent controls.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rhox Veteran {3}{W}

Creature -- Rhino Soldier

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)
Whenever this creature attacks, tap target creature an opponent controls.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Emissary {1}{W}

Creature -- Soltari Soldier

{W}: This creature gains shadow until end of turn. (It can block or be blocked by only creatures with shadow.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Emissary {1}{W}

Creature -- Soltari Soldier

{W}: This creature gains shadow until end of turn. (It can block or be blocked by only creatures with shadow.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Emissary {1}{W}

Creature -- Soltari Soldier

{W}: This creature gains shadow until end of turn. (It can block or be blocked by only creatures with shadow.)

2/1

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.

Soltari Emissary {1}{W}

Creature -- Soltari Soldier

{W}: This creature gains shadow until end of turn. (It can block or be blocked by only creatures with shadow.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Trooper {1}{W}

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, it gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Trooper {1}{W}

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, it gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Trooper {1}{W}

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, it gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormplain Detainment {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormplain Detainment {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unmake {W/B}{W/B}{W/B}

Instant

Exile target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unmake {W/B}{W/B}{W/B}

Instant

Exile target creature.

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.

Veteran Swordsmith 2W

Creature -- Human Soldier

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

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veteran Swordsmith 2W

Creature -- Human Soldier

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

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veteran Swordsmith 2W

Creature -- Human Soldier

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

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veteran Swordsmith 2W

Creature -- Human Soldier

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

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar Commando 1W

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar Commando 1W

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn Charm 1W

Instant

Choose one --
* Prevent all combat damage that would be dealt this turn.
* Regenerate target creature.
* Counter target spell that targets you.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn Charm 1W

Instant

Choose one --
* Prevent all combat damage that would be dealt this turn.
* Regenerate target creature.
* Counter target spell that targets you.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RobG - Pauper ($1K Pauper - SCG CON Los Angeles - Friday - 10:00 am) 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.

Lapse of Certainty {2}{W}

Instant

Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lapse of Certainty {2}{W}

Instant

Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Order of Leitbur {W}{W}

Creature -- Human Cleric Knight

Protection from black
{W}: This creature gains first strike until end of turn.
{W}{W}: This creature gets +1/+0 until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Order of Leitbur {W}{W}

Creature -- Human Cleric Knight

Protection from black
{W}: This creature gains first strike until end of turn.
{W}{W}: This creature gets +1/+0 until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Order of Leitbur {W}{W}

Creature -- Human Cleric Knight

Protection from black
{W}: This creature gains first strike until end of turn.
{W}{W}: This creature gets +1/+0 until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormplain Detainment {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RobG - Pauper ($1K Pauper - SCG CON Los Angeles - Friday - 10:00 am) sheet 9/10 - 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.

Take Up the Shield 1W

Instant

Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Take Up the Shield 1W

Instant

Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Take Up the Shield 1W

Instant

Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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.