

Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ancestral Mask Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestral Mask Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestral Mask Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 for each other enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armadillo Cloak Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Armadillo Cloak 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armadillo Cloak 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) 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	Cave of Temptation Land {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. 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	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

W

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

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each enchantment you control and has
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Ⓒ

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

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Ⓒ

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

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G

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

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Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

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② ③

When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Khalni Garden Land This land enters tapped. When this land enters, create a 0/1 green Plant creature token. {T}: Add {G}. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Skyfisher 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 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 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 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	Ram Through Instant Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ram Through Instant Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rancor Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rancor Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rancor Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slippery Bogle Creature -- Beast Hexproof (This creature can't be the target of spells or abilities your opponents control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urban Utopia16 Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urban Utopia16 Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urban Utopia16 Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G

Enchant Forest

As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

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G

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As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

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As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

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Ⓒ

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As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① G W

Enchant creature
Enchanted creature gets +2/+2 and
has trample.
Whenever enchanted creature deals
damage, you gain that much life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Protection from red
{W}: Target creature gains
protection from red until end of
turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Protection from red
{W}: Target creature gains
protection from red until end of
turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target instant spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Electrickery Instant Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Electrickery Instant Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gut Shot 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 PLAYbotbox.dev
Gut Shot 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 PLAYbotbox.dev	Natural State Instant Destroy target artifact or enchantment with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Natural State Instant Destroy target artifact or enchantment with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ram Through Instant Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Soul's Fire 2 R Instant Target creature you control deals damage equal to its power to any target. [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	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	

Playtest cards - HunterBR - Pauper (Pauper League)

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