

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	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	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	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
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	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	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	Benevolent Bodyguard (W) Creature -- Human Cleric Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dunning_kruger - 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 1/10 - 8 cards - 2.5 x 3.5 in each

W

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

1/1

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W

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.)

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W

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

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

Defthblade 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

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Deftblade Elite

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deftblade Elite

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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

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.)

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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 Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hyena Umbra 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 PLAYbotbox.dev
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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	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	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 cards - dunning_kruger - Pauper (Pauper League)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Beckon Apparition 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 PLAYbotbox.dev	Beckon Apparition 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 PLAYbotbox.dev	Benevolent Blessing 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fragmentize Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fragmentize W Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fragmentize W Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fragmentize W Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Homestead Courage W Sorcery Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn. Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Homestead Courage W Sorcery Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn. Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lifelink W Enchantment -- Aura Enchant creature Enchanted creature has lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lifelink Enchantment -- Aura Enchant creature Enchanted creature has lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Standard Bearer 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 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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