

Akroan Skyguard

Creature -- Human Soldier

Flying
Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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
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Blacksmith's Skill

Instant

Target permanent gains hexproof and indestructible until end of turn. If it's an artifact creature, it gets +2/+2 until end of turn.

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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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Deftblade 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deftblade 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. <div>1/1</div> 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
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Land

This land enters tapped.
{T}: Add {W}.
Cycling {W} ({W}, Discard this card:
Draw a card.)

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Draw a card.)

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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.)

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Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)
Whenever enchanted creature deals damage, you gain that much life.

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W

Instant

Target creature gains protection from the color of your choice until end of turn.

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<div> <div> Stave Off W </div> <div> Instant </div> <div> Target creature gains protection from the color of your choice until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Stave Off W </div> <div> Instant </div> <div> Target creature gains protection from the color of your choice until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Vault Skirge 1 BP </div> <div> Artifact Creature -- Phyrexian Imp </div> <div> ({B/P} can be paid with either {B} or 2 life.) Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Vault Skirge 1 BP </div> <div> Artifact Creature -- Phyrexian Imp </div> <div> ({B/P} can be paid with either {B} or 2 life.) Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Beckon Apparition W/B </div> <div> Instant </div> <div> Exile target card from a graveyard. Create a 1/1 white and black Spirit creature token with flying. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Beckon Apparition W/B </div> <div> Instant </div> <div> Exile target card from a graveyard. Create a 1/1 white and black Spirit creature token with flying. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Death Speakers W </div> <div> Creature -- Human Cleric </div> <div> Protection from black </div> <div> [sideboard] </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Death Speakers W </div> <div> Creature -- Human Cleric </div> <div> Protection from black </div> <div> [sideboard] </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

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Playtest cards - RuodWolf - 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