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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Akroan Crusader</div><div><div>R</div></div></div><div><div>Creature -- Human Soldier</div><div><div>Heroic -- Whenever you cast a spell that targets this creature, create a 1/1 red Soldier creature token with haste. (It can attack and {T} as soon as it comes under your control.)</div></div></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Akroan Crusader</div><div><div>R</div></div></div><div><div>Creature -- Human Soldier</div><div><div>Heroic -- Whenever you cast a spell that targets this creature, create a 1/1 red Soldier creature token with haste. (It can attack and {T} as soon as it comes under your control.)</div></div></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Apostle's Blessing</div><div><div>1</div><div>WP</div></div></div><div><div>Instant</div><div><div>({W/P} can be paid with either {W} or 2 life.)</div><div>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Apostle's Blessing</div><div><div>1</div><div>WP</div></div></div><div><div>Instant</div><div><div>({W/P} can be paid with either {W} or 2 life.)</div><div>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Apostle's Blessing</div><div><div>1</div><div>WP</div></div></div><div><div>Instant</div><div><div>({W/P} can be paid with either {W} or 2 life.)</div><div>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div><div>Apostle's Blessing</div><div><div>1</div><div>WP</div></div></div><div><div>Instant</div><div><div>({W/P} can be paid with either {W} or 2 life.)</div><div>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div><div>Brute Force</div><div><div>R</div></div></div><div><div>Instant</div><div><div>Target creature gets +3/+3 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                            | <div><div><div>Brute Force</div><div><div>R</div></div></div><div><div>Instant</div><div><div>Target creature gets +3/+3 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                            |

®

Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Enchant creature  
Enchanted creature gets +2/+2 and  
attacks each combat if able.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Enchant creature  
Enchanted creature gets +2/+2 and  
attacks each combat if able.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchant creature  
Enchanted creature gets +2/+2 and  
attacks each combat if able.

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②

{R/P}: This creature gets +1/+0 until end of turn. ({R/P} can be paid with either {R} or 2 life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{R/P}: This creature gets +1/+0 until end of turn. ({R/P} can be paid with either {R} or 2 life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Immolating Souleater</b> <div>2</div> </div> <div> Artifact Creature -- Phyrexian Dog </div> <div> <p>{R/P}: This creature gets +1/+0 until end of turn. ({R/P} can be paid with either {R} or 2 life.)</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> | <div> <b>Immolating Souleater</b> <div>2</div> </div> <div> Artifact Creature -- Phyrexian Dog </div> <div> <p>{R/P}: This creature gets +1/+0 until end of turn. ({R/P} can be paid with either {R} or 2 life.)</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> | <div> <b>Kiln Fiend</b> <div>1R</div> </div> <div> Creature -- Elemental Beast </div> <div> <p>Whenever you cast an instant or sorcery spell, this creature gets +3/+0 until end of turn.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>                                                     | <div> <b>Kiln Fiend</b> <div>1R</div> </div> <div> Creature -- Elemental Beast </div> <div> <p>Whenever you cast an instant or sorcery spell, this creature gets +3/+0 until end of turn.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>                                                     |
| <div> <b>Kiln Fiend</b> <div>1R</div> </div> <div> Creature -- Elemental Beast </div> <div> <p>Whenever you cast an instant or sorcery spell, this creature gets +3/+0 until end of turn.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>                        | <div> <b>Kiln Fiend</b> <div>1R</div> </div> <div> Creature -- Elemental Beast </div> <div> <p>Whenever you cast an instant or sorcery spell, this creature gets +3/+0 until end of turn.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>                        | <div> <b>Lava Dart</b> <div>R</div> </div> <div> Instant </div> <div> <p>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> | <div> <b>Lava Dart</b> <div>R</div> </div> <div> Instant </div> <div> <p>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           |
| <div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raking Claws1R</div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raking Claws1R</div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Satyr Hoplite</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Creature -- Satyr Soldier</div> <div> <div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.</div> </div> </div> </div> <div> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Satyr Hoplite</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Creature -- Satyr Soldier</div> <div> <div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.</div> </div> </div> </div> <div> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Satyr Hoplite</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Creature -- Satyr Soldier</div> <div> <div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.</div> </div> </div> </div> <div> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Satyr Hoplite</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Creature -- Satyr Soldier</div> <div> <div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.</div> </div> </div> </div> <div> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Simian Spirit Guide</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Creature -- Ape Spirit</div> <div> <div> <div>Exile this card from your hand: Add {R}.</div> </div> </div> </div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                           | <div> <div>Simian Spirit Guide</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Creature -- Ape Spirit</div> <div> <div> <div>Exile this card from your hand: Add {R}.</div> </div> </div> </div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                           | <div> <div>Simian Spirit Guide</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Creature -- Ape Spirit</div> <div> <div> <div>Exile this card from your hand: Add {R}.</div> </div> </div> </div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                           | <div> <div>Simian Spirit Guide</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Creature -- Ape Spirit</div> <div> <div> <div>Exile this card from your hand: Add {R}.</div> </div> </div> </div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                           |

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| <div><div>Temur Battle Rage</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Temur Battle Rage</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Temur Battle Rage</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Temur Battle Rage</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Cast into the Fire</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                              | <div><div>Cast into the Fire</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                              | <div><div>Cast into the Fire</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                              | <div><div>Cast into the Fire</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                              |

① R

Damage can't be prevented this turn.  
Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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① R

Damage can't be prevented this turn.  
Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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```
Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

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```
Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Choose one --

- \* Counter target spell if it's blue.
- \* Destroy target permanent if it's blue.

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Choose one --

- \* Destroy target artifact.
- \* Target attacking creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --
* Destroy target artifact.
* Target attacking creature gets
+2/+2 until end of turn.
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| <div> <div>Raze the Effigy</div> <div>Instant</div> <div>           Choose one --           <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Target attacking creature gets +2/+2 until end of turn.</li> </ul> </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Raze the Effigy</div> <div>Instant</div> <div>           Choose one --           <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Target attacking creature gets +2/+2 until end of turn.</li> </ul> </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Singe</div> <div>Instant</div> <div>           Singe deals 1 damage to target creature. That creature becomes black until end of turn.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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Playtest cards - ermakk - 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