

② W W

Create two 1/1 white Bird creature tokens with flying.
Flashback--Tap three untapped white creatures you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5 W

Flying
When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn.
Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

3/3

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White creatures you control get +2/+2 until end of turn.

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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	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
Kor Skyfisher 1 W 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 1 W 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 1 W 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 1 W 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

Lunarch Veteran

W

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life.
Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)

1/1

BACK FACE

Luminous Phantom

Creature -- Spirit Cleric

Flying
Whenever another creature you control leaves the battlefield, you gain 1 life.
If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.

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2

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Creature -- Human Soldier

Vigilance (Attacking doesn't cause this creature to tap.)
When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/3

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Playtest cards - juska - 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 3/10 - 8 cards - 2.5 x 3.5 in each

Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 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

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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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Prismatic Strands (2)(W)

Instant

Prevent all damage that sources of the color of your choice would deal this turn.

Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Raffine's Informant (1)(W)

Creature -- Human Wizard

When this creature enters, it
connives. (Draw a card, then discard
a card. If you discarded a nonland
card, put a +1/+1 counter on this
creature.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raffine's Informant 1 W Creature -- Human Wizard When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raffine's Informant 1 W Creature -- Human Wizard When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raffine's Informant 1 W Creature -- Human Wizard When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Celestial Flare W W Instant Target player sacrifices an attacking or blocking creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Flare W W Instant Target player sacrifices an attacking or blocking creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Flare W W Instant Target player sacrifices an attacking or blocking creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crimson Acolyte 1 W Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crimson Acolyte (1)(W) Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Journey to Nowhere (1)(W) Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus (1) Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus (1) Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Revoke Existence (1)(W) Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Revoke Existence (1)(W) Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Revoke Existence (1)(W) Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Revoke Existence (1)(W) Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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Sunlance deals 3 damage to target
nonwhite creature.
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