

Dauntless Unity (1)(W) Instant Kicker {1}{W} (You may pay an additional {1}{W} as you cast this spell.) Creatures you control get +1/+1 until end of turn. If this spell was kicked, those creatures get +2/+1 until end of turn instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Unity (1)(W) Instant Kicker {1}{W} (You may pay an additional {1}{W} as you cast this spell.) Creatures you control get +1/+1 until end of turn. If this spell was kicked, those creatures get +2/+1 until end of turn instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Unity (1)(W) Instant Kicker {1}{W} (You may pay an additional {1}{W} as you cast this spell.) Creatures you control get +1/+1 until end of turn. If this spell was kicked, those creatures get +2/+1 until end of turn instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daybreak Chimera (3)(W)(W) Creature -- Chimera This spell costs {X} less to cast, where X is your devotion to white. (Each {W} in the mana costs of permanents you control counts toward your devotion to white.) Flying 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eagles of the North (5)(W) Creature -- Bird Soldier 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eagles of the North (5)(W) Creature -- Bird Soldier 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fortress Kin-Guard (1)(W) Creature -- Dog Soldier When this creature enters, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fortress Kin-Guard (1)(W) Creature -- Dog Soldier When this creature enters, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fortress Kin-Guard 1 W Creature -- Dog Soldier When this creature enters, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fortress Kin-Guard 1 W Creature -- Dog Soldier When this creature enters, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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Playtest cards - HansCroissant - Historic (Historic Pauper Cup I) sheet 3/10 - 8 cards - 2.5 x 3.5 in each
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.

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raffine's Informant 1W 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 1W 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 1W 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

① W

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

5 W

Affinity for creatures (This spell costs {1} less to cast for each creature you control.)
When this creature enters, draw a card.

4/3

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Affinity for creatures (This spell costs {1} less to cast for each creature you control.)
When this creature enters, draw a card.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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.

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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 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 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 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 PLAYbotbox.dev
A-Dawnbringer Cleric 1W Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	A-Dawnbringer Cleric 1W Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	A-Dawnbringer Cleric 1W Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Charge W Instant Creatures you control get +1/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Daybreak Chimera 3 W W Creature -- Chimera This spell costs {X} less to cast, where X is your devotion to white. (Each {W} in the mana costs of permanents you control counts toward your devotion to white.) Flying [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destroy Evil 1 W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destroy Evil 1 W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fragmentize W Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kor Celebrant 2 W Creature -- Kor Cleric Whenever this creature or another creature you control enters, you gain 1 life. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Celebrant 2 W Creature -- Kor Cleric Whenever this creature or another creature you control enters, you gain 1 life. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loxodon Restorer 4 W W Creature -- Elephant Cleric Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this creature enters, you gain 4 life. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lucky Offering W Sorcery Destroy target artifact with mana value 3 or less. You gain 3 life. [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 PLAYbotbox.dev	Revoke Existence 1 W Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Revoke Existence 1 W Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	