

Battlefield Raptor W Creature -- Bird Flying, first strike 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Raptor W Creature -- Bird Flying, first strike 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Raptor W Creature -- Bird Flying, first strike 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Raptor W Creature -- Bird Flying, first strike 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bonesplitter 1 Artifact -- Equipment Equipped creature gets +2/+0. Equip {1} 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonesplitter 1 Artifact -- Equipment Equipped creature gets +2/+0. Equip {1} 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daybreak Chimera 3W 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 PLAYbotbox.dev	Daybreak Chimera 3W 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 PLAYbotbox.dev

W

When this creature dies, create a 1/1 white Spirit creature token with flying.

1/1

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① W W

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

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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.

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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.

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① ② 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.

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① ② W

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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.

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WW

Creature -- Cat Knight

Flying

2/2

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2/2

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2/2

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Loyal Cathar W W Creature -- Human Soldier Vigilance When this creature dies, return it to the battlefield transformed under your control at the beginning of the next end step. 2/2 ---- BACK FACE ---- Unhallowed Cathar Creature -- Zombie Soldier This creature can't block. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loyal Cathar W W Creature -- Human Soldier Vigilance When this creature dies, return it to the battlefield transformed under your control at the beginning of the next end step. 2/2 ---- BACK FACE ---- Unhallowed Cathar Creature -- Zombie Soldier This creature can't block. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loyal Cathar W W Creature -- Human Soldier Vigilance When this creature dies, return it to the battlefield transformed under your control at the beginning of the next end step. 2/2 ---- BACK FACE ---- Unhallowed Cathar Creature -- Zombie Soldier This creature can't block. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loyal Cathar W W Creature -- Human Soldier Vigilance When this creature dies, return it to the battlefield transformed under your control at the beginning of the next end step. 2/2 ---- BACK FACE ---- Unhallowed Cathar Creature -- Zombie Soldier This creature can't block. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mana Tithe W Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Militia Bugler 2 W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Militia Bugler 2 W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Militia Bugler 2 W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Thraben Charm 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 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 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 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

Playtest cards - tondaspeck2160 - Pauper (Czech Pauper Championship FINALS presented by B1 sheet 8/10 - 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.

2 W

Nonwhite creatures get -1/-1 until end of turn.

[sideboard]

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② W

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② ⑤

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