

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

② ① ②

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

② ① ②

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

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

Land - - Desert

{T}: Add {C}.
{T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Desert

{T}: Add {C}.
{T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Human Cleric

Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Human Cleric

Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flying
When this creature enters, you gain
1 life and draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flying
When this creature enters, you gain
1 life and draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flying
When this creature enters, you gain
1 life and draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Overseer 2W Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere 1W 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere 1W 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere 1W 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Journey to Nowhere 1W 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kabira Crossroads Land This land enters tapped. When this land enters, you gain 2 life. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kabira Crossroads Land This land enters tapped. When this land enters, you gain 2 life. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kabira Crossroads Land This land enters tapped. When this land enters, you gain 2 life. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kabira Crossroads Land This land enters tapped. When this land enters, you gain 2 life. {T}: Add {W}. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Skyfisher 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 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 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 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 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lunarch Veteran 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lunarch Veteran 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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	Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search Party Captain Creature -- Human Soldier This spell costs {1} less to cast for each creature you attacked with this turn. When this creature enters, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search Party Captain Creature -- Human Soldier This spell costs {1} less to cast for each creature you attacked with this turn. When this creature enters, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Search Party Captain 3 W Creature -- Human Soldier This spell costs {1} less to cast for each creature you attacked with this turn. When this creature enters, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search Party Captain 3 W Creature -- Human Soldier This spell costs {1} less to cast for each creature you attacked with this turn. When this creature enters, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Selesnya Sanctuary Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Selesnya Sanctuary Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - naoseinenhum2 - 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 7/10 - 8 cards - 2.5 x 3.5 in each

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
Beckon Apparition W/B Instant Exile target card from a graveyard. Create a 1/1 white and black Spirit creature token with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beckon Apparition W/B Instant Exile target card from a graveyard. Create a 1/1 white and black Spirit creature token with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Celestial Flare W W Instant Target player sacrifices an attacking or blocking creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Celestial Flare W W Instant Target player sacrifices an attacking or blocking creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Holy Light 2 W Instant Nonwhite creatures get -1/-1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Holy Light 2 W Instant Nonwhite creatures get -1/-1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Last Breath 1 W Instant Exile target creature with power 2 or less. Its controller gains 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Last Breath 1 W Instant Exile target creature with power 2 or less. Its controller gains 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leave No Trace 1 W Instant Radiance -- Destroy target enchantment and each other enchantment that shares a color with it. [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 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	