

<div><div><div>Aerie Auxiliary</div><div><div>3</div><div>W</div></div></div><div>Creature -- Bird Soldier</div><div>Flying</div><div>When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Aerie Auxiliary</div><div><div>3</div><div>W</div></div></div><div>Creature -- Bird Soldier</div><div>Flying</div><div>When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Eagles of the North</div><div><div>5</div><div>W</div></div></div><div>Creature -- Bird Soldier</div><div>Flying</div><div>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.)</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ephemerate</div><div><div>W</div></div></div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Ephemerate</div><div><div>W</div></div></div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Greatsword of Tyr</div><div><div>1</div><div>W</div></div></div><div>Artifact -- Equipment</div><div>Whenever equipped creature attacks, put a +1/+1 counter on it and tap up to one target creature defending player controls. Equip {W} ({W}): Attach to target creature you control. Equip only as a sorcery.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Greatsword of Tyr</div><div><div>1</div><div>W</div></div></div><div>Artifact -- Equipment</div><div>Whenever equipped creature attacks, put a +1/+1 counter on it and tap up to one target creature defending player controls. Equip {W} ({W}): Attach to target creature you control. Equip only as a sorcery.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
---	---	---	---	---	---	---

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

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Artifact -- Equipment

Equipped creature gets +1/+1 and has vigilance.
 Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Artifact -- Equipment

Equipped creature gets +1/+1 and has vigilance.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② 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

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

sheet 2/10 - 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.

<div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Novice Inspector</div> <div> <div></div> <div>W</div> </div> </div> <div> <div>Creature -- Human Detective</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Novice Inspector</div> <div> <div></div> <div>W</div> </div> </div> <div> <div>Creature -- Human Detective</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Novice Inspector</div> <div> <div></div> <div>W</div> </div> </div> <div> <div>Creature -- Human Detective</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Palace Sentinels</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you become the monarch.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Palace Sentinels</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you become the monarch.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Plains</div> <div></div> </div> <div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - Malaraza - 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

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

<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Prismatic Strands</div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<p>Sacred Cat (W)</p> <p>Creature -- Cat</p> <p>Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sacred Cat (W)</p> <p>Creature -- Cat</p> <p>Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sacred Cat (W)</p> <p>Creature -- Cat</p> <p>Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Spirited Companion (1)(W)</p> <p>Enchantment Creature -- Dog</p> <p>When this creature enters, draw a card.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Spirited Companion (1)(W)</p> <p>Enchantment Creature -- Dog</p> <p>When this creature enters, draw a card.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Spirited Companion (1)(W)</p> <p>Enchantment Creature -- Dog</p> <p>When this creature enters, draw a card.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Thraben Charm (1)(W)</p> <p>Instant</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Thraben Charm (1)(W)</p> <p>Instant</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Malaraza - 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

① ② 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

W

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

W

```
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

WW

Target player sacrifices an attacking or blocking creature of their choice.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

Target player sacrifices an attacking or blocking creature of their choice.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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.
```

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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.
```

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 8/10 - 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.

①

```
{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
```

① ② W

① ② W

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev