

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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⑤⑥

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3/3

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① ② W

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.)

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

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Idyllic Grange

(**{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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When this creature enters, return a permanent you control to its owner's hand.

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<div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Whenever another creature you control enters, you gain 1 life.</div> <div>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Whenever another creature you control enters, you gain 1 life.</div> <div>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Whenever another creature you control enters, you gain 1 life.</div> <div>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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<div> <div>Luminous Phantom</div> <div> <div>2/3</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Luminous Phantom</div> <div> <div>1/1</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Luminous Phantom</div> <div> <div>1/1</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Luminous Phantom</div> <div> <div>1/1</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - serajh - 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

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Revoke Existence

① W

Sorcery

Exile target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Standard Bearer

① W

Creature -- Human Flagbearer

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.

[sideboard]

1/1

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