

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.)

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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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When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn.
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White creatures you control get +2/+2 until end of turn.

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<div> Guardians' Pledge <div> 1 W W </div> </div> <div> Instant </div> <div> White creatures you control get +2/+2 until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Guardians' Pledge <div> 1 W W </div> </div> <div> Instant </div> <div> White creatures you control get +2/+2 until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Idyllic Grange </div> <div> Land -- Plains </div> <div> ({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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Idyllic Grange </div> <div> Land -- Plains </div> <div> ({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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Journey to Nowhere <div> 1 W </div> </div> <div> Enchantment </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kor Skyfisher <div> 1 W </div> </div> <div> Creature -- Kor Soldier </div> <div> Flying 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 PLAY botbox.dev </div>	<div> Kor Skyfisher <div> 1 W </div> </div> <div> Creature -- Kor Soldier </div> <div> Flying 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 PLAY botbox.dev </div>	<div> Kor Skyfisher <div> 1 W </div> </div> <div> Creature -- Kor Soldier </div> <div> Flying 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 PLAY botbox.dev </div>

Playtest cards - PedraStone - 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;

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

<div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </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> <div> <div>---</div> <div>BACK FACE</div> <div>---</div> </div> <div> <div>Luminous Phantom</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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </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> <div> <div>---</div> <div>BACK FACE</div> <div>---</div> </div> <div> <div>Luminous Phantom</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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </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> <div> <div>---</div> <div>BACK FACE</div> <div>---</div> </div> <div> <div>Luminous Phantom</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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
<div> <div> <div>Militia Bugler</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> <div>Vigilance (Attacking doesn't cause this creature to tap.)</div> <div>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.</div> </div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> <div>Militia Bugler</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> <div>Vigilance (Attacking doesn't cause this creature to tap.)</div> <div>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.</div> </div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> <div>Militia Bugler</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> <div>Vigilance (Attacking doesn't cause this creature to tap.)</div> <div>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.</div> </div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> <div>Militia Bugler</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> <div>Vigilance (Attacking doesn't cause this creature to tap.)</div> <div>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.</div> </div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div><div>Novice Inspector</div><div>W</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Novice Inspector</div><div>W</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Novice Inspector</div><div>W</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Novice Inspector</div><div>W</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
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When this creature enters, it
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2/1

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- * Thrabren 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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<div><div><div>Thraben Inspector</div><div>Ⓢ</div></div><div>Creature -- Human Soldier</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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Thraben Inspector</div><div>Ⓢ</div></div><div>Creature -- Human Soldier</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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Thraben Inspector</div><div>Ⓢ</div></div><div>Creature -- Human Soldier</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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Thraben Inspector</div><div>Ⓢ</div></div><div>Creature -- Human Soldier</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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Dust to Dust</div><div>①ⓈⓈ</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dust to Dust</div><div>①ⓈⓈ</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dust to Dust</div><div>①ⓈⓈ</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dust to Dust</div><div>①ⓈⓈ</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Journey to Nowhere1W</div><div>Enchantment</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Journey to Nowhere1W</div><div>Enchantment</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lone Missionary1W</div><div>Creature -- Kor Monk</div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lone Missionary1W</div><div>Creature -- Kor Monk</div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Lone Missionary1W</div><div>Creature -- Kor Monk</div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Obsidian Acolyte1W</div><div>Creature -- Human Cleric</div><div>Protection from black {W}: Target creature gains protection from black until end of turn.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Obsidian Acolyte1W</div><div>Creature -- Human Cleric</div><div>Protection from black {W}: Target creature gains protection from black until end of turn.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Prismatic Strands2W</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Revoke Existence<div>1W</div></div><div>Sorcery</div><div>Exile target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Standard Bearer<div>1W</div></div><div>Creature -- Human Flagbearer</div><div>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.</div><div>[sideboard]</div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Standard Bearer<div>1W</div></div><div>Creature -- Human Flagbearer</div><div>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.</div><div>[sideboard]</div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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