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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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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>

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

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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

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.

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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.

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<div><div><div>Novice Inspector</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><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><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><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><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><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><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><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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connives. (Draw a card, then discard
a card. If you discarded a nonland
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2/1

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- * 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.

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Playtest cards - Elboomercasposo - Pauper (Pauper League) 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.

<div><div><div>Journey to Nowhere</div><div>①①W</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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Journey to Nowhere</div><div>①①W</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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lone Missionary</div><div>①①W</div></div><div>Creature -- Kor Monk</div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lone Missionary</div><div>①①W</div></div><div>Creature -- Kor Monk</div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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