

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 ⑤ ⑤

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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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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greatsword of Tyr

① ② W

Artifact -- Equipment

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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Guardians' Pledge

① W W

Instant

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

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Idyllic Grange

Land -- Plains

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

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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Inspiring Overseer

②③

Creature -- Angel Cleric

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

2/1

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Inspiring Overseer (2)(W) Creature -- Angel Cleric 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 (2)(W) Creature -- Angel Cleric 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 (2)(W) Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Skyfisher (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
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<div><div><div>Lunarch Veteran</div><div>W</div></div><div>Creature -- Human Cleric</div><div>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.)</div><div>1/1</div><div>---</div><div>BACK FACE</div><div>Luminous Phantom</div><div>Creature -- Spirit Cleric</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lunarch Veteran</div><div>W</div></div><div>Creature -- Human Cleric</div><div>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.)</div><div>1/1</div><div>---</div><div>BACK FACE</div><div>Luminous Phantom</div><div>Creature -- Spirit Cleric</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Novice Inspector</div><div>W</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><div>Novice Inspector</div><div>W</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>
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Playtest cards - Alvatar - Pauper (Pauper League)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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<div><div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① 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.

[sideboard]

1/3

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<div><div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div> <div>Exile</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Instant</div> <div>Exile target nonwhite attacking creature. You gain life equal to its toughness.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Exile</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Instant</div> <div>Exile target nonwhite attacking creature. You gain life equal to its toughness.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Prismatic Strands</div> <div> <div>2</div> <div>W</div> </div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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