

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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② ⑤ ⑤

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2 W W

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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

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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① W W

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

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(**{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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| <div> <div>Idyllic Grange</div> <div>Land -- Plains</div> <div> ({T}: Add {W}.)<br/> 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> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <div>Kor Skyfisher</div> <div>Creature -- Kor Soldier</div> <div> Flying<br/> When this creature enters, return a permanent you control to its owner's hand. </div> <div> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Kor Skyfisher</div> <div>Creature -- Kor Soldier</div> <div> Flying<br/> When this creature enters, return a permanent you control to its owner's hand. </div> <div> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Kor Skyfisher</div> <div>Creature -- Kor Soldier</div> <div> Flying<br/> When this creature enters, return a permanent you control to its owner's hand. </div> <div> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                          |
| <div> <div>Kor Skyfisher</div> <div>Creature -- Kor Soldier</div> <div> Flying<br/> When this creature enters, return a permanent you control to its owner's hand. </div> <div> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                              | <div> <div>Lunarch Veteran</div> <div>Creature -- Human Cleric</div> <div> Whenever another creature you control enters, you gain 1 life.<br/> 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>BACK FACE</div> <div>Luminous Phantom</div> <div>Creature -- Spirit Cleric</div> <div> Flying<br/> Whenever another creature you control leaves the battlefield, you gain 1 life.<br/> If Luminous Phantom would be put into a graveyard from anywhere, exile it instead. </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> | <div> <div>Lunarch Veteran</div> <div>Creature -- Human Cleric</div> <div> Whenever another creature you control enters, you gain 1 life.<br/> 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>BACK FACE</div> <div>Luminous Phantom</div> <div>Creature -- Spirit Cleric</div> <div> Flying<br/> Whenever another creature you control leaves the battlefield, you gain 1 life.<br/> If Luminous Phantom would be put into a graveyard from anywhere, exile it instead. </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> | <div> <div>Lunarch Veteran</div> <div>Creature -- Human Cleric</div> <div> Whenever another creature you control enters, you gain 1 life.<br/> 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>BACK FACE</div> <div>Luminous Phantom</div> <div>Creature -- Spirit Cleric</div> <div> Flying<br/> Whenever another creature you control leaves the battlefield, you gain 1 life.<br/> If Luminous Phantom would be put into a graveyard from anywhere, exile it instead. </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> |

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| <div><div>Militia Bugler</div><div>2W</div><div>Creature -- Human Soldier</div><div>Vigilance (Attacking doesn't cause this creature to tap.)<br/>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>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Militia Bugler</div><div>2W</div><div>Creature -- Human Soldier</div><div>Vigilance (Attacking doesn't cause this creature to tap.)<br/>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>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Militia Bugler</div><div>2W</div><div>Creature -- Human Soldier</div><div>Vigilance (Attacking doesn't cause this creature to tap.)<br/>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>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Novice Inspector</div><div>W</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>W</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>W</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>W</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>Plains</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>                                                                                                                                     |

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| <div> <b>Recommission</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                             | <div> <b>Steadfast Unicorn</b> <div> <div>W</div> </div> </div> <div>Creature -- Unicorn</div> <div> {3}{W}: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn. (Attacking doesn't cause them to tap.) </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                               | <div> <b>Suture Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Phyrexian Cleric</div> <div> Whenever another creature you control enters, you may gain 1 life. Whenever a creature an opponent controls enters, you may have that player lose 1 life. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                        | <div> <b>Suture Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Phyrexian Cleric</div> <div> Whenever another creature you control enters, you may gain 1 life. Whenever a creature an opponent controls enters, you may have that player lose 1 life. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                        |
| <div> <b>Thraben Charm</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.</li> <li>* Destroy target enchantment.</li> <li>* Exile any number of target players' graveyards.</li> </ul> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Thraben Charm</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.</li> <li>* Destroy target enchantment.</li> <li>* Exile any number of target players' graveyards.</li> </ul> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Thraben Charm</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.</li> <li>* Destroy target enchantment.</li> <li>* Exile any number of target players' graveyards.</li> </ul> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Thraben Charm</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.</li> <li>* Destroy target enchantment.</li> <li>* Exile any number of target players' graveyards.</li> </ul> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div><div>Thraben Inspector</div><div>W</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>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Thraben Inspector</div><div>W</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>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thraben Inspector</div><div>W</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>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thraben Inspector</div><div>W</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>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Coalition Honor Guard</div><div>3W</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>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Destroy Evil</div><div>1W</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Destroy Evil</div><div>1W</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Dust to Dust</div><div>1WW</div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 |

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| <div><div><div>Dust to Dust</div><div>1WW</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>1WW</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>1WW</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>Holy Light</div><div>2W</div></div><div>Instant</div><div>Nonwhite creatures get -1/-1 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Holy Light</div><div>2W</div></div><div>Instant</div><div>Nonwhite creatures get -1/-1 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Holy Light</div><div>2W</div></div><div>Instant</div><div>Nonwhite creatures get -1/-1 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Prismatic Strands</div><div>2W</div></div><div>Instant</div><div>Prevent all damage that sources of the color of your choice would deal this turn.<br/>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><div>Revoke Existence</div><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>     |

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| <div> <div> Revoke Existence <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> Exile target artifact or enchantment. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Standard Bearer <div> <div>1</div> <div>W</div> </div> </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>[sideboard]</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Standard Bearer <div> <div>1</div> <div>W</div> </div> </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>[sideboard]</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - clamego - 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 10/10 - 3 cards - 2.5 x 3.5 in each