

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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① W W

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

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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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>    | <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>    | <div> <div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                           |
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Playtest cards - jwaves - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Lunarch Veteran</div> <div> <div> <div>W</div> </div> </div> <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>1/1</div> <div> <div>BACK FACE</div> </div> <div>Luminous Phantom</div> <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>1/1</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>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>1/1</div> <div> <div>BACK FACE</div> </div> <div>Luminous Phantom</div> <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>1/1</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>2W</div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Militia Bugler</div> <div> <div>2W</div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
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① W

When this creature enters, it  
connives. (Draw a card, then discard  
a card. If you discarded a nonland  
card, put a +1/+1 counter on this  
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**2/1**

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2/1

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① W

- \* 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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| <div><div>Thraben Inspector</div><div><div>W</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Thraben Inspector</div><div><div>W</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Thraben Inspector</div><div><div>W</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Thraben Inspector</div><div><div>W</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                   | <div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                   | <div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                   | <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                      |

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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.

## Palace Sentinels

③ ④

Creature -- Human Soldier

When this creature enters, you become the monarch.

[sideboard]

2/4

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## Viridian Longbow

①

Artifact -- Equipment

```
Equipped creature has "{T}: This creature deals 1 damage to any target."
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)
```

```
[sidebar]
```

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