

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

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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Land -- Plains

({{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains

({{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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① ② 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

① W

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

① ② W

**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

① ② W

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

2/3

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W

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 - - -

Creature -- Spirit Cleric

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.

1/1

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| <div> <div>Lunarch Veteran</div> <div> <div> <div>W</div> </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> <div>Luminous Phantom</div> <div> <div> <div>W</div> </div> </div> </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>Lunarch Veteran</div> <div> <div> <div>W</div> </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> <div>Luminous Phantom</div> <div> <div> <div>W</div> </div> </div> </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>Lunarch Veteran</div> <div> <div> <div>W</div> </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> <div>Luminous Phantom</div> <div> <div> <div>W</div> </div> </div> </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>Militia Bugler</div> <div> <div> <div>2</div> <div>W</div> </div> </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>Militia Bugler</div> <div> <div> <div>2</div> <div>W</div> </div> </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>Novice Inspector</div> <div> <div> <div>W</div> </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>1/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                   | <div> <div>Novice Inspector</div> <div> <div> <div>W</div> </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>1/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                   | <div> <div>Plains</div> <div> <div> <div>W</div> </div> </div> </div> <div> <div>Basic Land -- Plains</div> <div> ({T}: Add {W}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                             |

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## Plains

Basic Land -- Plains

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

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## Prismatic Strands

②③

Instant

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.)

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## Raffine's Informant

① ② W

Creature -- Human Wizard

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  
creature.)

**2/1**

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2/1

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| <div><div>Squadron Hawk</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Bird</div> <div>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <div><div>Squadron Hawk</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Bird</div> <div>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <div><div>Squadron Hawk</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Bird</div> <div>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <div><div>Squadron Hawk</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Bird</div> <div>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           |
| <div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>Dawnbringer Cleric</div><div>1W</div><div>Creature -- Human Cleric</div><div>When this creature enters, choose one --<br/>* Cure Wounds -- You gain 2 life.<br/>* Dispel Magic -- Destroy target enchantment.<br/>* Gentle Repose -- Exile target card from a graveyard.<br/><br/>[sideboard]</div><div>1/3</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.<br/><br/>[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.<br/><br/>[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.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  |

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| <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                | <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                             | <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                             | <b>Holy Light</b> (2)(W)<br><hr/> Instant<br><hr/> Nonwhite creatures get -1/-1 until end of turn.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                           |
| <b>Holy Light</b> (2)(W)<br><hr/> Instant<br><hr/> Nonwhite creatures get -1/-1 until end of turn.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Lone Missionary</b> (1)(W)<br><hr/> Creature -- Kor Monk<br><hr/> When this creature enters, you gain 4 life.<br><br>[sideboard] <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Lone Missionary</b> (1)(W)<br><hr/> Creature -- Kor Monk<br><hr/> When this creature enters, you gain 4 life.<br><br>[sideboard] <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Palace Sentinels</b> (3)(W)<br><hr/> Creature -- Human Soldier<br><hr/> When this creature enters, you become the monarch.<br><br>[sideboard] <div>2/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - serajh - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Prismatic Strands</b> <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.<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> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Standard Bearer</b> <div> <div>1</div> <div>W</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> <div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Standard Bearer</b> <div> <div>1</div> <div>W</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> <div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each