

Angelic Renewal

Enchantment

Whenever a creature is put into your graveyard from the battlefield, you may sacrifice this enchantment. If you do, return that card to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chromatic Star

Artifact

{1}, {T}, Sacrifice this artifact:
Add one mana of any color.
When this artifact is put into a
graveyard from the battlefield, draw
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Coalition Honor Guard (3)(W)

Creature -- Human Flagbearer

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.

2/4

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Custodi Squire

Creature -- Spirit Cleric

Flying
Will of the council -- When this creature enters, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand.

3/3

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Custodi Squire 4 W Creature -- Spirit Cleric Flying Will of the council -- When this creature enters, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Custodi Squire 4 W Creature -- Spirit Cleric Flying Will of the council -- When this creature enters, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drifting Meadow Land This land enters tapped. {T}: Add {W}. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map 1 Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Playtest cards - Trohck - Pauper (Pauper League) sheet 3/10 - 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.

Prismatic Strands ②W 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Strands ②W 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Strands ②W 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prophetic Prism ② Artifact When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Rhystic Circle 2 W W Enchantment {1}: Any player may pay {1}. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rhystic Circle 2 W W Enchantment {1}: Any player may pay {1}. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rhystic Circle 2 W W Enchantment {1}: Any player may pay {1}. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog's Crusher 8 Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Alloy Instant Buyback {3} (You may pay an additional {3} as you cast this spell. If you do, put this card into your hand as it resolves.) Destroy target enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Circle of Protection: Blue Enchantment {1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Circle of Protection: Green Enchantment {1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Circle of Protection: Red Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre ①B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Macabre ①B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Macabre ①B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Holy Light ②W Instant Nonwhite creatures get -1/-1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Holy Light ②W Instant Nonwhite creatures get -1/-1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere ①W Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leave No Trace ①W Instant Radiance -- Destroy target enchantment and each other enchantment that shares a color with it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oblivion Ring ②W Enchantment When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Serrated Arrows

4

Artifact

This artifact enters with three arrowhead counters on it. At the beginning of your upkeep, if there are no arrowhead counters on this artifact, sacrifice it. {T}, Remove an arrowhead counter from this artifact: Put a -1/-1 counter on target creature.

[sideboard]

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Ulamog's Crusher

8

Creature -- Eldrazi

Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able.

[sideboard]

8/8

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