

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

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Whenever you gain life, put a +1/+1 counter on this creature.

3/2

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

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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.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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

2/1

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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.

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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	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	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	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
Lunarch Veteran W Creature -- Human Cleric 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 Luminous Phantom 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lunarch Veteran W Creature -- Human Cleric 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 Luminous Phantom 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lunarch Veteran W Creature -- Human Cleric 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 Luminous Phantom 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lunarch Veteran W Creature -- Human Cleric 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 Luminous Phantom 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - guda - Pauper (Pauper League)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Militia Bugler 2W Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Militia Bugler 2W Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Militia Bugler 2W Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul's Attendant Creature -- Human Cleric Whenever another creature enters, you may gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Soul's Attendant W Creature -- Human Cleric Whenever another creature enters, you may gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Warden W Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Warden W Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Warden W Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Soul Warden W Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Celestial Flare W W Instant Target player sacrifices an attacking or blocking creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Flare W W Instant Target player sacrifices an attacking or blocking creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Flare W W Instant Target player sacrifices an attacking or blocking creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Flare W W Instant Target player sacrifices an attacking or blocking creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circle of Protection: Red (1)(W) Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Red (1)(W) Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Holy Light (2)(W) Instant Nonwhite creatures get -1/-1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Holy Light (2)(W) Instant Nonwhite creatures get -1/-1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Patrician's Scorn (3)(W) Instant If you've cast another white spell this turn, you may cast this spell without paying its mana cost. Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patrician's Scorn (3)(W) Instant If you've cast another white spell this turn, you may cast this spell without paying its mana cost. Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Revoke Existence (1)(W) Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Revoke Existence (1)(W) Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Revoke Existence 1 W Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suture Priest 1 W Creature -- Phyrexian Cleric 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suture Priest 1 W Creature -- Phyrexian Cleric 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	