

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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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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤ ⑥

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Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

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

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| <div> Guardians' Pledge <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Instant</div> <div>White creatures you control get +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                   | <div> Guardians' Pledge <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Instant</div> <div>White creatures you control get +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.<br/> When this land enters untapped, put a +1/+1 counter on target creature you control. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.<br/> When this land enters untapped, put a +1/+1 counter on target creature you control. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> Kor Skyfisher <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>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> Kor Skyfisher <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>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> Kor Skyfisher <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>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div> Kor Skyfisher <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>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             |

Playtest cards - adamimber - 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> <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>Lunarch Veteran</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>Lunarch Veteran</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>Lunarch Veteran</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>Militia Bugler</div> <div> <div>2W</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>2W</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>2W</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>2W</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>                                                                                                                                                                                              |

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| <div><div>Novice Inspector</div><div><div>W</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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Novice Inspector</div><div><div>W</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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Novice Inspector</div><div><div>W</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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Novice Inspector</div><div><div>W</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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Prismatic Strands2W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Prismatic Strands2W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Prismatic Strands2W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



W

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

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.

[sidebar]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

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.

[sidebar]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

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①②

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

[sidebar]

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| <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></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>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></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>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></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>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></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>Hallow</div><div><div>W</div></div></div> <div>Instant</div> <div>Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Prismatic Strands</div><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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Relic of Progenitus</div><div><div>1</div></div></div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Revoke Existence</div><div><div>1</div><div>W</div></div></div> <div>Sorcery</div> <div>Exile target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> <b>Revoke Existence</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> Exile target artifact or enchantment. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Standard Bearer</b> <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> <div> <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> <b>Standard Bearer</b> <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> <div> <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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