

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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⑤ ⑥

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3/3

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① W

Whenever equipped creature attacks, put a +1/+1 counter on it and tap up to one target creature defending player controls.

Equip {W} ({W}: Attach to target creature you control. Equip only as a sorcery.)

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Whenever equipped creature attacks, put a +1/+1 counter on it and tap up to one target creature defending player controls.

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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.

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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.

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W

Equipped creature gets +1/+1 and has vigilance.

Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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Equipped creature gets +1/+1 and has vigilance.

Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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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

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sheet 2/10 - 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.

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| <div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                       | <div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                       | <div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                       | <div> <div>Lotus Petal</div> <div> <div>0</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                         |
| <div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Whenever another creature you control enters, you gain 1 life.</div> <div>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                          | <div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Whenever another creature you control enters, you gain 1 life.</div> <div>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                          | <div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Whenever another creature you control enters, you gain 1 life.</div> <div>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                          | <div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Whenever another creature you control enters, you gain 1 life.</div> <div>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                          |
| <div> <div>Luminous Phantom</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Luminous Phantom</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Luminous Phantom</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Luminous Phantom</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - BenjiF - Pauper (Pauper League)

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

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| <div><div>Novice Inspector</div><div><div>W</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Novice Inspector</div><div><div>W</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Novice Inspector</div><div><div>W</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Novice Inspector</div><div><div>W</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Plains</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>                                                                                                                                                                      | <div><div>Plains</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>                                                                                                                                                                      | <div><div>Plains</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>                                                                                                                                                                      | <div><div>Plains</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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| <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> | <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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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It's an artifact with "{2},
Sacrifice this token: Draw a card.")
```

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

```
Protection from red
{W}: Target creature gains
protection from red until end of
turn.
```

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Protection from red  
{W}: Target creature gains  
protection from red until end of  
turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Choose one --

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Choose one --

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

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| <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard]            | <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard]                                                                                                                                                                                           | <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard]                                                                                                                                                                                           | <b>Revoke Existence</b> (1)(W)<br><hr/> Sorcery<br><hr/> Exile target artifact or enchantment.<br><br>[sideboard]                                                                                                                                       |
| <b>Revoke Existence</b> (1)(W)<br><hr/> Sorcery<br><hr/> Exile target artifact or enchantment.<br><br>[sideboard] | <b>Standard Bearer</b> (1)(W)<br><hr/> Creature -- Human Flagbearer<br><hr/> 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.<br><br>[sideboard] | <b>Standard Bearer</b> (1)(W)<br><hr/> Creature -- Human Flagbearer<br><hr/> 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.<br><br>[sideboard] | <b>Suture Priest</b> (1)(W)<br><hr/> Creature -- Phyrexian Cleric<br><hr/> 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.<br><br>[sideboard] |
| <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                          | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                                         | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                                         | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                |

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| <div> <div> <b>Suture Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Phyrexian Cleric         </div> <div>           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.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Suture Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Phyrexian Cleric         </div> <div>           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.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Suture Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Phyrexian Cleric         </div> <div>           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.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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