

Land

This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {W}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2 W W

Sorcery

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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① ② W

Creature -- Human Cleric

When this creature enters, choose one --

- * Cure Wounds -- You gain 2 life.
- * Dispel Magic -- Destroy target enchantment.
- * Gentle Repose -- Exile target card from a graveyard.

1/3

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1/3

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Guardians' Pledge 1WW Instant White creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardians' Pledge 1WW Instant White creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardians' Pledge 1WW Instant White creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardians' Pledge 1WW Instant White creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspiring Overseer 2W Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Overseer 2W Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Overseer 2W Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Overseer 2W Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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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① W

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

2/3

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2/3

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

Last Breath 1 W Instant Exile target creature with power 2 or less. Its controller gains 4 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Last Breath 1 W Instant Exile target creature with power 2 or less. Its controller gains 4 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 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
Search Party Captain 3W Creature -- Human Soldier This spell costs {1} less to cast for each creature you attacked with this turn. When this creature enters, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search Party Captain 3W Creature -- Human Soldier This spell costs {1} less to cast for each creature you attacked with this turn. When this creature enters, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search Party Captain 3W Creature -- Human Soldier This spell costs {1} less to cast for each creature you attacked with this turn. When this creature enters, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search Party Captain 3W Creature -- Human Soldier This spell costs {1} less to cast for each creature you attacked with this turn. When this creature enters, draw a card. 2/2 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spirited Companion Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirited Companion Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirited Companion Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirited Companion Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 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	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	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - soLerne - Pauper (Pauper League)

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