Baneslayer Angel {3}{W}{W}

Creature -- Angel

Flying, first strike, lifelink, protection from Demons and from Dragons

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Baneslayer Angel {3}{W}{W}

Creature -- Angel

Flying, first strike, lifelink, protection from Demons and from Dragons

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cancel {1}{U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cancel {1}{U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clone {3}{U}

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clone {3}{U}

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Condemn {W}

Instant

Put target attacking creature on the bottom of its owner's library. Its controller gains life equal to its toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tris_Suprano - FreeForm (Fantasy Standard Weekly) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgement

(card data unavailable)

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Day of Judgement

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deduce {1}{U}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deduce {1}{U}

Instant

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

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Deduce {1}{U}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gather Specimens {3}{U}{U}{U}

Instant

If a creature would enter the battlefield under an opponent's control this turn, it enters under your control instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glacial Fortress

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tris_Suprano - FreeForm (Fantasy Standard Weekly) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Mana Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Counter target spell unless its controller pays {3}.

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Mana Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({T}: Add {W} or {U}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({T}: Add {W} or {U}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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No More Lies {W}{U}

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies {W}{U}

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies {W}{U}

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Ring {2}{W}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain (U)

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain (U)

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Preordain {U}

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain {U}

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quicken {U}

Instant

The next sorcery spell you cast this turn can be cast as though it had flash. (It can be cast any time you could cast an instant.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quicken {U}

Instant

The next sorcery spell you cast this turn can be cast as though it had flash. (It can be cast any time you could cast an instant.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Battle Screech {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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cancel {1}{U}{U}

Instant

Counter target spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cancel {1}{U}{U}

Instant

Counter target spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Gateway Express {1}{W}

Enchantment -- Case

When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.
To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Creatures you control get +1/+0.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Vanguard {W}

Creature -- Human Soldier

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Vanguard {W}

Creature -- Human Soldier

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Vanguard {W}

Creature -- Human Soldier

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of the White Orchid {W}{W}

Creature -- Human Knight

First strike
When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of the White Orchid {W}{W}

Creature -- Human Knight

First strike
When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Novice Inspector {W}

Creature -- Human Detective

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

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Novice Inspector {W}

Creature -- Human Detective

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

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalpelexis {4}{U}

Creature -- Beast

Flying (This creature can't be blocked except by creatures with flying or reach.)
Whenever this creature deals combat damage to a player, that player exiles the top four cards of their library. If two or more of those cards have the same name, repeat this process.

[sideboard]

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tris_Suprano - FreeForm (Fantasy Standard Weekly) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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