

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.) 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.) 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.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elite Interceptor W Creature -- Human Wizard This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 1/2 OTHER FACE Rejoinder 1 W Sorcery You may tap or untap target creature. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Interceptor W Creature -- Human Wizard This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 1/2 OTHER FACE Rejoinder 1 W Sorcery You may tap or untap target creature. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardians' Pledge 1 W W Instant White creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardians' Pledge 1 W W Instant White creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Idyllic Grange

Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kor Skyfisher

Creature -- Kor Soldier

Flying

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

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Kor Skyfisher

Creature -- Kor Soldier

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Leonardo, Big Brother (2)(W)

Legendary Creature -- Mutant Ninja Turtle

Sneak {W} (You may cast this spell for {W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)

Leonardo gets +1/+0 for each other creature you control.

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1/3

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W

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 - - -

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

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1/2

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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.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 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

$$(\{T\} : \text{Add } \{W\}.)$$

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Prismatic Strands

②③

Instant

Prevent all damage that sources of the color of your choice would deal this turn.

Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Raffine's Informant

①②

Creature -- Human Wizard

When this creature enters, it
connives. (Draw a card, then discard
a card. If you discarded a nonland
card, put a +1/+1 counter on this
creature.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raffine's Informant 1 W Creature -- Human Wizard When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raffine's Informant 1 W Creature -- Human Wizard When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raffine's Informant 1 W Creature -- Human Wizard When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ramosian Rally 3 W Instant If you control a Plains, you may tap an untapped creature you control rather than pay this spell's mana cost. Creatures you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Dust to Dust 1 W W Sorcery Exile two target artifacts. [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	Dust to Dust 1 W W Sorcery Exile two target artifacts. [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

Holy Light 2W Instant Nonwhite creatures get -1/-1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere 1W Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere 1W Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere 1W Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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