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

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Cabal Therapy {B}

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name.
Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Choose a nonland card name. Target player reveals their hand and discards all cards with that name.
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Playtest cards - Shamwwow - FreeForm (Fantasy Standard Weekly) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Doom Blade {1}{B}

Instant

Destroy target nonblack creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy target nonblack creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Vanguard {W}

Creature -- Human Soldier

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Vanguard {W}

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2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elspeth, Knight-Errant {2}{W}{W}

Legendary Planeswalker -- Elspeth

[+1]: Create a 1/1 white Soldier creature token.
[+1]: Target creature gets +3/+3 and gains flying until end of turn.
[-8]: You get an emblem with "Artifacts, creatures, enchantments, and lands you control have indestructible."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 4

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Ghost Council of Orzhova {W}{W}{B}{B}

Legendary Creature -- Spirit

When Ghost Council of Orzhova enters, target opponent loses 1 life and you gain 1 life.
{1}, Sacrifice a creature: Exile Ghost Council of Orzhova. Return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honor of the Pure {1}{W}

Enchantment

White creatures you control get +1/+1.

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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.")

1/2

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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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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squadron Hawk {1}{W}

Creature -- Bird

Flying
When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tidehollow Sculler (W)(B)

Artifact Creature -- Zombie

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

2/2

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Tomik, Wielder of Law {1}{W}{B}

Legendary Creature -- Human Advisor

Affinity for planeswalkers (This spell costs {1} less to cast for each planeswalker you control.)
Flying, vigilance
Whenever an opponent attacks with creatures, if two or more of those creatures are attacking you and/or planeswalkers you control, that opponent loses 3 life and you draw a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wojek Investigator {2}{W}

Creature -- Angel Detective

Flying, vigilance
At the beginning of your upkeep, investigate once for each opponent who has more cards in hand than you. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

2/4

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baneslayer Angel {3}{W}{W}

Creature -- Angel

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

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baneslayer Angel {3}{W}{W}

Creature -- Angel

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

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathmark {B}

Sorcery

Destroy target green or white creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathmark {B}

Sorcery

Destroy target green or white creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Deathmark {B}

Sorcery

Destroy target green or white creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Council of Orzhova {W}{W}{B}{B}

Legendary Creature -- Spirit

When Ghost Council of Orzhova enters, target opponent loses 1 life and you gain 1 life.
{1}, Sacrifice a creature: Exile Ghost Council of Orzhova. Return it to the battlefield under its owner's control at the beginning of the next end step.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Make Your Move {2}{W}

Instant

Destroy target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

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Destroy target artifact, enchantment, or creature with power 4 or greater.

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Prismatic Strands {2}{W}

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus {1}

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

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