## 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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## Eagles of the North {5}{W}

Creature -- Bird Soldier

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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**3/3**

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## Guardians' Pledge {1}{W}{W}

Instant

White creatures you control get +2/+2 until end of turn.

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Instant

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## Idyllic Grange

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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## Kor Skyfisher {1}{W}

Creature -- Kor Soldier

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

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Creature -- Kor Soldier

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## 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

- - - BACK FACE - - -

## 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

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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

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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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**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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## 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**

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## Spider-Man, Web-Slinger {2}{W}

Legendary Creature -- Spider Human Hero

Web-slinging {W} (You may cast this spell for {W} if you also return a tapped creature you control to its owner's hand.)

**3/3**

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## Summon: Choco/Mog {2}{W}

Enchantment Creature -- Saga Bird Moogle

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III, IV -- Stampede! -- Other creatures you control get +1/+0 until end of turn.

**3/3**

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## Suture Priest (1)(W)

Creature -- Phyrexian Cleric

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.

**1/1**

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**1/1**

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## 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.

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## 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

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Arashin Cleric {1}{W}

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Arashin Cleric {1}{W}

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sideboard]

1/3

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Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Destroy Evil {1}{W}

Instant

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

[sideboard]

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[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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Sorcery

Exile two target artifacts.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Holy Light {2}{W}

Instant

Nonwhite creatures get -1/-1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Nonwhite creatures get -1/-1 until end of turn.

[sideboard]

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## Prismatic Strands {2}{W}

Instant

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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

## Standard Bearer {1}{W}

Creature -- Human Flagbearer

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.

[sideboard]

**1/1**

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**Playtest cards - LuizGG - Pauper v3 Group B10B82 (Eagles of the North, Spider-Man, Web-Sli** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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