Angel of Finality {3}{W}

Creature -- Angel

Flying
When this creature enters, exile target player's graveyard.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Banner of Kinship {5}

Artifact

As this artifact enters, choose a creature type. This artifact enters with a fellowship counter on it for each creature you control of the chosen type.
Creatures you control of the chosen type get +1/+1 for each fellowship counter on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daydream {W}

Sorcery

Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Sorcery

Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exemplar of Light {2}{W}{W}

Creature -- Angel

Flying
Whenever you gain life, put a +1/+1 counter on this creature.
Whenever you put one or more +1/+1 counters on this creature, draw a card. This ability triggers only once each turn.

3/3

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Playtest cards - aki74355 - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giada, Font of Hope {1}{W}

Legendary Creature -- Angel

Flying, vigilance
Each other Angel you control enters with an additional +1/+1 counter on it for each Angel you already control.
{T}: Add {W}. Spend this mana only to cast an Angel spell.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heraldic Banner {3}

Artifact

As this artifact enters, choose a color.
Creatures you control of the chosen color get +1/+0.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herald of Eternal Dawn {4}{W}{W}{W}

Creature -- Angel

Flash (You may cast this spell any time you could cast an instant.)
Flying
You can't lose the game and your opponents can't win the game.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Overseer {2}{W}

Creature -- Angel Cleric

Flying
When this creature enters, you gain 1 life and draw a card.

2/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightstall Inquisitor {W}

Creature -- Angel Wizard

Vigilance
When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped.

2/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lyra Dawnbringer {3}{W}{W}

Legendary Creature -- Angel

Flying
First strike (This creature deals combat damage before creatures without first strike.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)
Other Angels you control get +1/+1 and have lifelink.

5/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Personify {1}{W}

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. Create a 1/1 colorless Shapeshifter creature token with changeling. (It's every creature type.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Rogue's Passage

Land

{T}: Add {C}.
{4}, {T}: Target creature can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

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Youthful Valkyrie {1}{W}

Creature -- Angel

Flying
Whenever another Angel you control enters, put a +1/+1 counter on this creature.

1/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

[sideboard]

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Playtest cards - aki74355 - Standard (????????????? ?????? ?Magic Spotlight: Secrets) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Shardmage's Rescue {W}

Enchantment -- Aura

Flash
Enchant creature you control
As long as this Aura entered this turn, enchanted creature has hexproof.
Enchanted creature gets +1/+1.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Split Up {1}{W}{W}

Sorcery

Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.

[sideboard]

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Split Up 1WW

Sorcery

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* Destroy all tapped creatures.
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[sideboard]

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Split Up 1WW

Sorcery

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