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| <p><b>Archangel of Tithes</b> ①ⓂⓂⓂ</p> <p>Creature -- Angel</p> <p>Flying</p> <p>As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures.</p> <p>As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures.</p> <div>3/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Archangel of Tithes</b> ①ⓂⓂⓂ</p> <p>Creature -- Angel</p> <p>Flying</p> <p>As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures.</p> <p>As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures.</p> <div>3/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Archangel of Wrath</b> ②ⓂⓂ</p> <p>Creature -- Angel</p> <p>Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.)</p> <p>Flying, lifelink</p> <p>When this creature enters, if it was kicked, it deals 2 damage to any target.</p> <p>When this creature enters, if it was kicked twice, it deals 2 damage to any target.</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Archangel of Wrath</b> ②ⓂⓂ</p> <p>Creature -- Angel</p> <p>Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.)</p> <p>Flying, lifelink</p> <p>When this creature enters, if it was kicked, it deals 2 damage to any target.</p> <p>When this creature enters, if it was kicked twice, it deals 2 damage to any target.</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Archangel of Wrath</b> ②ⓂⓂ</p> <p>Creature -- Angel</p> <p>Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.)</p> <p>Flying, lifelink</p> <p>When this creature enters, if it was kicked, it deals 2 damage to any target.</p> <p>When this creature enters, if it was kicked twice, it deals 2 damage to any target.</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>              | <p><b>Archangel of Wrath</b> ②ⓂⓂ</p> <p>Creature -- Angel</p> <p>Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.)</p> <p>Flying, lifelink</p> <p>When this creature enters, if it was kicked, it deals 2 damage to any target.</p> <p>When this creature enters, if it was kicked twice, it deals 2 damage to any target.</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>              | <p><b>Authority of the Consuls</b> ③</p> <p>Enchantment</p> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                           | <p><b>Authority of the Consuls</b> ③</p> <p>Enchantment</p> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                           |

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| <div> <div>Case of the Uneaten Feast (W)</div> <div>Enchantment -- Case</div> <div> <p>Whenever a creature you control enters, you gain 1 life.</p> <p>To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)</p> <p>Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Case of the Uneaten Feast (W)</div> <div>Enchantment -- Case</div> <div> <p>Whenever a creature you control enters, you gain 1 life.</p> <p>To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)</p> <p>Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Case of the Uneaten Feast (W)</div> <div>Enchantment -- Case</div> <div> <p>Whenever a creature you control enters, you gain 1 life.</p> <p>To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)</p> <p>Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                 | <div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                 | <div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                 | <div> <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                 |

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| <div> Concealed Courtyard </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {W} or {B}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                 | <div> Concealed Courtyard </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {W} or {B}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                 | <div> Concealed Courtyard </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {W} or {B}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                 | <div> <div>Exemplar of Light</div> <div> 2 W W </div> </div> <div> Creature -- Angel </div> <div> Flying<br/> Whenever you gain life, put a +1/+1 counter on this creature.<br/> Whenever you put one or more +1/+1 counters on this creature, draw a card. This ability triggers only once each turn. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <div>Exemplar of Light</div> <div> 2 W W </div> </div> <div> Creature -- Angel </div> <div> Flying<br/> Whenever you gain life, put a +1/+1 counter on this creature.<br/> Whenever you put one or more +1/+1 counters on this creature, draw a card. This ability triggers only once each turn. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Exemplar of Light</div> <div> 2 W W </div> </div> <div> Creature -- Angel </div> <div> Flying<br/> Whenever you gain life, put a +1/+1 counter on this creature.<br/> Whenever you put one or more +1/+1 counters on this creature, draw a card. This ability triggers only once each turn. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Exemplar of Light</div> <div> 2 W W </div> </div> <div> Creature -- Angel </div> <div> Flying<br/> Whenever you gain life, put a +1/+1 counter on this creature.<br/> Whenever you put one or more +1/+1 counters on this creature, draw a card. This ability triggers only once each turn. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Fountainport </div> <div> Land </div> <div> {T}: Add {C}.<br/> {2}, {T}, Sacrifice a token: Draw a card.<br/> {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/> {4}, {T}: Create a Treasure token. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                |

| Land                                                         |
|--------------------------------------------------------------|
| {T}: Add {C}.                                                |
| {2}, {T}, Sacrifice a token: Draw a card.                    |
| {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. |
| {4}, {T}: Create a Treasure token.                           |

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| Instant                                                                                                                                                                                                                    |
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| 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.") |

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| Instant                                                                                                                                                                                                                    |
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| Instant                                                                                                                                                                                                                     |
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| 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.") |

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## Instant

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### 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.

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## Legendary Creature -- Angel

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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.

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| <div> <b>Giada, Font of Hope</b> <span>1</span><span>W</span> </div> <div>       Legendary Creature -- Angel     </div> <div>       Flying, vigilance<br/>       Each other Angel you control enters with an additional +1/+1 counter on it for each Angel you already control.<br/>       {T}: Add {W}. Spend this mana only to cast an Angel spell.     </div> <div> <div>2/2</div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                 | <div> <b>Invasion of Gobakhan</b> <span>1</span><span>W</span> </div> <div>       Battle -- Siege     </div> <div>       (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)<br/>       When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.     </div> <div> <div>D 3</div> </div> <div>       ----- BACK FACE -----     </div> <div> <b>Lightshield Array</b> </div> <div>       Enchantment     </div> <div>       At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.<br/>       Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div> <b>Invasion of Gobakhan</b> <span>1</span><span>W</span> </div> <div>       Battle -- Siege     </div> <div>       (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)<br/>       When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.     </div> <div> <div>D 3</div> </div> <div>       ----- BACK FACE -----     </div> <div> <b>Lightshield Array</b> </div> <div>       Enchantment     </div> <div>       At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.<br/>       Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div> <b>Invasion of Gobakhan</b> <span>1</span><span>W</span> </div> <div>       Battle -- Siege     </div> <div>       (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)<br/>       When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.     </div> <div> <div>D 3</div> </div> <div>       ----- BACK FACE -----     </div> <div> <b>Lightshield Array</b> </div> <div>       Enchantment     </div> <div>       At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.<br/>       Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> |
| <div> <b>Lyra Dawnbringer</b> <span>3</span><span>W</span><span>W</span> </div> <div>       Legendary Creature -- Angel     </div> <div>       Flying<br/>       First strike (This creature deals combat damage before creatures without first strike.)<br/>       Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br/>       Other Angels you control get +1/+1 and have lifelink.     </div> <div> <div>5/5</div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div> <b>Metropolis Reformer</b> <span>2</span><span>W</span> </div> <div>       Creature -- Angel Cleric     </div> <div>       Flying, vigilance<br/>       You have hexproof.<br/>       Whenever this creature is dealt damage, you gain that much life.     </div> <div> <div>2/3</div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div> <b>Plains</b> </div> <div>       Basic Land -- Plains     </div> <div>       ({T}: Add {W}.)     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div> <b>Plains</b> </div> <div>       Basic Land -- Plains     </div> <div>       ({T}: Add {W}.)     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Resplendent Angel</b> (1)(W)(W)<br>Creature -- Angel<br><hr/> Flying<br>At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance.<br>{3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Resplendent Angel</b> (1)(W)(W)<br>Creature -- Angel<br><hr/> Flying<br>At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance.<br>{3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Resplendent Angel</b> (1)(W)(W)<br>Creature -- Angel<br><hr/> Flying<br>At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance.<br>{3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Resplendent Angel</b> (1)(W)(W)<br>Creature -- Angel<br><hr/> Flying<br>At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance.<br>{3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Sheltered by Ghosts</b> (1)(W)<br>Enchantment -- Aura<br><hr/> Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Sheltered by Ghosts</b> (1)(W)<br>Enchantment -- Aura<br><hr/> Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Sheltered by Ghosts</b> (1)(W)<br>Enchantment -- Aura<br><hr/> Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Sheltered by Ghosts</b> (1)(W)<br>Enchantment -- Aura<br><hr/> Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     |

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| <div> <b>Steel Seraph</b> <span>6</span> </div> <div> Artifact Creature -- Angel </div> <div> <p>Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)</p> <p>Flying</p> <p>At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn.</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                             | <div> <b>Steel Seraph</b> <span>6</span> </div> <div> Artifact Creature -- Angel </div> <div> <p>Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)</p> <p>Flying</p> <p>At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn.</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                             | <div> <b>Youthful Valkyrie</b> <span>1W</span> </div> <div> Creature -- Angel </div> <div> <p>Flying</p> <p>Whenever another Angel you control enters, put a +1/+1 counter on this creature.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                       | <div> <b>Youthful Valkyrie</b> <span>1W</span> </div> <div> Creature -- Angel </div> <div> <p>Flying</p> <p>Whenever another Angel you control enters, put a +1/+1 counter on this creature.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                       |
| <div> <b>Archangel Elspeth</b> <span>2WW</span> </div> <div> Legendary Planeswalker -- Elspeth </div> <div> <p>[+1]: Create a 1/1 white Soldier creature token with lifelink.</p> <p>[-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying.</p> <p>[-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Archangel Elspeth</b> <span>2WW</span> </div> <div> Legendary Planeswalker -- Elspeth </div> <div> <p>[+1]: Create a 1/1 white Soldier creature token with lifelink.</p> <p>[-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying.</p> <p>[-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Cat Collector</b> <span>2W</span> </div> <div> Creature -- Human Citizen </div> <div> <p>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>Whenever you gain life for the first time during each of your turns, create a 1/1 white Cat creature token.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Cat Collector</b> <span>2W</span> </div> <div> Creature -- Human Citizen </div> <div> <p>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>Whenever you gain life for the first time during each of your turns, create a 1/1 white Cat creature token.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

|                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                           |
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| <b>Essence Channeler</b> (1)(W)<br>Creature -- Bat Cleric<br>As long as you've lost life this turn, this creature has flying and vigilance.<br>Whenever you gain life, put a +1/+1 counter on this creature.<br>When this creature dies, put its counters on target creature you control.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Essence Channeler</b> (1)(W)<br>Creature -- Bat Cleric<br>As long as you've lost life this turn, this creature has flying and vigilance.<br>Whenever you gain life, put a +1/+1 counter on this creature.<br>When this creature dies, put its counters on target creature you control.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                 | <b>Essence Channeler</b> (1)(W)<br>Creature -- Bat Cleric<br>As long as you've lost life this turn, this creature has flying and vigilance.<br>Whenever you gain life, put a +1/+1 counter on this creature.<br>When this creature dies, put its counters on target creature you control.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                 | <b>Essence Channeler</b> (1)(W)<br>Creature -- Bat Cleric<br>As long as you've lost life this turn, this creature has flying and vigilance.<br>Whenever you gain life, put a +1/+1 counter on this creature.<br>When this creature dies, put its counters on target creature you control.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                          |
| <b>Inspiring Overseer</b> (2)(W)<br>Creature -- Angel Cleric<br>Flying<br>When this creature enters, you gain 1 life and draw a card.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                     | <b>Kutzil's Flanker</b> (2)(W)<br>Creature -- Cat Warrior<br>Flash<br>When this creature enters, choose one --<br>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br>* You gain 2 life and scry 2.<br>* Exile target player's graveyard.<br>[sideboard]<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kutzil's Flanker</b> (2)(W)<br>Creature -- Cat Warrior<br>Flash<br>When this creature enters, choose one --<br>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br>* You gain 2 life and scry 2.<br>* Exile target player's graveyard.<br>[sideboard]<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Lyra Dawnbringer</b> (3)(W)(W)<br>Legendary Creature -- Angel<br>Flying<br>First strike (This creature deals combat damage before creatures without first strike.)<br>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br>Other Angels you control get +1/+1 and have lifelink.<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

## Metropolis Reformer (2)(W)

Creature -- Angel Cleric

Flying, vigilance  
You have hexproof.  
Whenever this creature is dealt damage, you gain that much life.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wilt-Leaf Liege (1)(G/W)(G/W)(G/W)

Creature -- Elf Knight

({G/W} can be paid with either {G} or {W}.)  
Other green creatures you control get +1/+1.  
Other white creatures you control get +1/+1.  
If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wilt-Leaf Liege (1)(G/W)(G/W)(G/W)

Creature -- Elf Knight

({G/W} can be paid with either {G} or {W}.)  
Other green creatures you control get +1/+1.  
Other white creatures you control get +1/+1.  
If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev