

Aerith Gainsborough 2 W Legendary Creature -- Human Cleric Lifelink Whenever you gain life, put a +1/+1 counter on Aerith Gainsborough. When Aerith Gainsborough dies, put X +1/+1 counters on each legendary creature you control, where X is the number of +1/+1 counters on Aerith Gainsborough. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aerith Gainsborough 2 W Legendary Creature -- Human Cleric Lifelink Whenever you gain life, put a +1/+1 counter on Aerith Gainsborough. When Aerith Gainsborough dies, put X +1/+1 counters on each legendary creature you control, where X is the number of +1/+1 counters on Aerith Gainsborough. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angelic Destiny 2 W W Enchantment -- Aura Enchant creature Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types. When enchanted creature dies, return this card to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Vitality 2 W Creature -- Angel Flying If you would gain life, you gain that much life plus 1 instead. This creature gets +2/+2 as long as you have 25 or more life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
An Offer You Can't Refuse U Instant Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eriette's Lullaby 1W Sorcery Destroy target tapped creature. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eriette's Lullaby 1W Sorcery Destroy target tapped creature. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eriette's Lullaby 1W Sorcery Destroy target tapped creature. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exalted Sunborn 3WW Creature -- Angel Wizard Flying, lifelink If one or more tokens would be created under your control, twice that many of those tokens are created instead. 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.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Exemplar of Light 2WW 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exemplar of Light 2WW 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fumigate 3WW Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giada, Font of Hope 1W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Legendary Creature -- Human Soldier

Whenever Haliya or another creature or artifact you control enters, you gain 1 life.

At the beginning of your end step, draw a card if you've gained 3 or more life this turn.

Warp {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.)

3/3

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Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)
Equipped creature gets +1/+2.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

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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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Not on My Watch 1 W Instant Exile target attacking creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Opt U Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pacifism 1 W Enchantment -- Aura Enchant creature Enchanted creature can't attack or block. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pacifism 1 W Enchantment -- Aura Enchant creature Enchanted creature can't attack or block. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pinnacle Starcage 1 W W Artifact When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact. 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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Sheltered by Ghosts1W 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts1W 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Split Up1WW Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Split Up1WW Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stock Up 2 U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stroke of Midnight 2 W Instant Destroy target nonland permanent. Its controller creates a 1/1 white Human creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Enlightenment Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Enlightenment Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
The Wind Crystal 2 W W Legendary Artifact White spells you cast cost {1} less to cast. If you would gain life, you gain twice that much life instead. {4}{W}{W}, {T}: Creatures you control gain flying and lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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White Auracite Artifact When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winternight Stories Sorcery Draw three cards. Then discard two cards unless you discard a creature card. Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev		