

Angelic Intervention 1W Instant Target creature or planeswalker you control gains protection from colorless or from the color of your choice until end of turn. If it's a creature, put a +1/+1 counter on it. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything with that quality.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Angelic Intervention 1W Instant Target creature or planeswalker you control gains protection from colorless or from the color of your choice until end of turn. If it's a creature, put a +1/+1 counter on it. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything with that quality.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Angelic Intervention 1W Instant Target creature or planeswalker you control gains protection from colorless or from the color of your choice until end of turn. If it's a creature, put a +1/+1 counter on it. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything with that quality.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Case of the Uneaten Feast W Enchantment -- Case Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Case of the Uneaten Feast W Enchantment -- Case Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Case of the Uneaten Feast W Enchantment -- Case Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dazzling Angel 2W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dazzling Angel 2W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dazzling Angel 2W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dazzling Angel 2W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Get Lost 1W 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1W 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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 explodes. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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 PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Metropolis Reformer 2 W Creature -- Angel Cleric Flying, vigilance You have hexproof. Whenever this creature is dealt damage, you gain that much life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Metropolis Reformer 2 W Creature -- Angel Cleric Flying, vigilance You have hexproof. Whenever this creature is dealt damage, you gain that much life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Plains Basic Land -- Plains {T}: Add {W}. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resplendent Angel 1WW Creature -- Angel Flying 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. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resplendent Angel 1WW Creature -- Angel Flying 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. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 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
Angel of Finality 3W Creature -- Angel Flying When this creature enters, exile target player's graveyard. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Finality 3W Creature -- Angel Flying When this creature enters, exile target player's graveyard. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Finality 3W Creature -- Angel Flying When this creature enters, exile target player's graveyard. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exorcise 1W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Exercise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exercise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Getaway Glamer W Instant Spree (Choose one or more additional costs.) + {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step. + {2} -- Destroy target creature if no other creature has greater power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Getaway Glamer W Instant Spree (Choose one or more additional costs.) + {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step. + {2} -- Destroy target creature if no other creature has greater power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Getaway Glamer W Instant Spree (Choose one or more additional costs.) + {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step. + {2} -- Destroy target creature if no other creature has greater power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Surge of Salvation Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge of Salvation Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge of Salvation Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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