

① W

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 PLAY botbox.dev

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Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

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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.

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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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Angel (2)(W) Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Angel (2)(W) Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Angel (2)(W) Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dazzling Angel (2)(W) Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 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. 2/3 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. 2/3 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

sheet 2/10 - 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.

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 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 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 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 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 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 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 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 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 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 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 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 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. 2/3 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. 2/3 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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Resplendent Angel (1)(W)(W) 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	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}. 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}. 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Angel of Finality (3)(W) 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 (3)(W) 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 (3)(W) Creature -- Angel Flying When this creature enters, exile target player's graveyard. [sideboard] 3/4 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

Exorcise 1W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise 1W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise 1W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise 1W 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	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

Leyline of Hope 2 W W Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If you would gain life, you gain that much life plus 1 instead. As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	No Witnesses 2 W W Sorcery Each player who controls the most creatures investigates. Then destroy all creatures. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wojek Investigator 2 W Creature -- Angel Detective Flying, vigilance At the beginning of your upkeep, investigate once for each opponent who has more cards in hand than you. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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