

Bishop of Wings W W Creature -- Human Cleric Whenever an Angel you control enters, you gain 4 life. Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bishop of Wings W W Creature -- Human Cleric Whenever an Angel you control enters, you gain 4 life. Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bishop of Wings W W Creature -- Human Cleric Whenever an Angel you control enters, you gain 4 life. Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bishop of Wings W W Creature -- Human Cleric Whenever an Angel you control enters, you gain 4 life. Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- -- BACK FACE -- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- -- BACK FACE -- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- -- BACK FACE -- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Branchloft Pathway

Land

$$\{T\}: \text{Add } \{G\}.$$

- - - BACK FACE - - -

Boulderloft Pathway

Land

$$\{T\} : \text{Add } \{W\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals
1 damage to you.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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Collected Company

3 G

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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Collected Company (3)(G) Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company (3)(G) Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elvish Mystic (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emeria's Call (4)(W)(W)(W) Sorcery Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn. ----- BACK FACE ----- Emeria, Shattered Skyclave Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. 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

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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	Kayla's Reconstruction (X)(W)(W)(W) Sorcery Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kayla's Reconstruction (X)(W)(W)(W) Sorcery Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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	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
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Flying
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As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

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Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ajani, Strength of the Pride 2WW Legendary Planeswalker -- Ajani [+1]: You gain life equal to the number of creatures you control plus the number of planeswalkers you control. [-2]: Create a 2/2 white Cat Soldier creature token named Ajani's Pridemate with "Whenever you gain life, put a +1/+1 counter on this token." [0]: If you have at least 15 life more than your starting life total, exile Ajani and each artifact and creature your opponents control. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archon of Emeria 2W Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archon of Emeria 2W Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archon of Emeria 2W Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shapers' Sanctuary G Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shapers' Sanctuary Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tocasia's Welcome Enchantment Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tocasia's Welcome Enchantment Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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