

Aegis Angel (4)(W)(W) Creature -- Angel Flying (This creature can't be blocked except by creatures with flying or reach.) When this creature enters, another target permanent gains indestructible for as long as you control this creature. (Effects that say "destroy" don't destroy it. A creature with indestructible can't be destroyed by damage.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aerial Responder (1)(W)(W) Creature -- Dwarf Soldier Flying, vigilance, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani's Pridemate Token Creature -- Cat Soldier Whenever you gain life, put a +1/+1 counter on Ajani's Pridemate. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alabaster Mage (1)(W) Creature -- Human Wizard {1}{W}: Target creature you control gains lifelink until end of turn. (Damage dealt by the creature also causes its controller to gain that much life.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Angelic Benediction (3)(W) Enchantment Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) Whenever a creature you control attacks alone, you may tap target creature. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Renewal (5)(W) Creature -- Angel Ally Flying When this creature enters, you gain 1 life for each creature you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anointer of Champions (W) Creature -- Human Cleric {T}: Target attacking creature gets +1/+1 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anvilwrought Raptor Artifact Creature -- Bird Flying First strike (This creature deals combat damage before creatures without first strike.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armored Ascension Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each Plains you control and has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banisher Priest Creature -- Human Cleric When this creature enters, exile target creature an opponent controls until this creature leaves the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazing Torch Artifact -- Equipment Equipped creature can't be blocked by Vampires or Zombies. Equipped creature has "{T}, Sacrifice Blazing Torch: Blazing Torch deals 2 damage to any target." Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blessing Enchantment -- Aura Enchant creature {W}: Enchanted creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blighted Steppe Land {T}: Add {C}. {3}{W}, {T}, Sacrifice this land: You gain 2 life for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Celestial Purge Instant Exile target black or red permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Condemn Instant Put target attacking creature on the bottom of its owner's library. Its controller gains life equal to its toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Curse of Exhaustion (2)(W)(W) Enchantment -- Aura Curse Enchant player Enchanted player can't cast more than one spell each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darksteel Sentinel (6) Artifact Creature -- Golem Flash (You may cast this spell any time you could cast an instant.) Vigilance Indestructible (Damage and effects that say "destroy" don't destroy this creature. If its toughness is 0 or less, it's still put into its owner's graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Deafening Silence (W) Enchantment Each player can't cast more than one noncreature spell each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dispense Justice (2)(W) Instant Target player sacrifices an attacking creature of their choice. Metalcraft -- That player sacrifices two attacking creatures of their choice instead if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiend Hunter (1)(W)(W) Creature -- Human Cleric When this creature enters, you may exile another target creature. When this creature leaves the battlefield, return the exiled card to the battlefield under its owner's control. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiendslayer Paladin (1)(W)(W) Creature -- Human Knight 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.) This creature can't be the target of black or red spells your opponents control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Finale of Glory (X)(W)(W) Sorcery Create X 2/2 white Soldier creature tokens with vigilance. If X is 10 or more, also create X 4/4 white Angel creature tokens with flying and vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flickerwisp (1)(W)(W) Creature -- Elemental Flying When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step. 3/1 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	Gideon Jura (3)(W)(W) Legendary Planeswalker -- Gideon [+2]: During target opponent's next turn, creatures that player controls attack Gideon Jura if able. [-2]: Destroy target tapped creature. [0]: Until end of turn, Gideon Jura becomes a 6/6 Human Soldier creature that's still a planeswalker. Prevent all damage that would be dealt to him this turn. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon's Triumph (1)(W) Instant Target opponent sacrifices a creature of their choice that attacked or blocked this turn. If you control a Gideon planeswalker, that player sacrifices two of those creatures of their choice instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Grand Abolisher (W)(W) Creature -- Human Cleric During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Herald of Faith (3)(W)(W) Creature -- Angel Flying Whenever this creature attacks, you gain 2 life. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hero of Goma Fada (4)(W) Creature -- Human Knight Ally Rally -- Whenever this creature or another Ally you control enters, creatures you control gain indestructible until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushbringer (1)(W) Creature -- Faerie Flying, lifelink Creatures entering or dying don't cause abilities to trigger. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightwielder Paladin (3)(W)(W) Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Whenever this creature deals combat damage to a player, you may exile target black or red permanent that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marble Chalice (2)(W) Artifact {T}: You gain 1 life. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mentor of the Meek (2)(W) Creature -- Human Soldier Whenever another creature you control with power 2 or less enters, you may pay {1}. If you do, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Odric, Master Tactician (2)(W)(W) Legendary Creature -- Human Soldier First strike (This creature deals combat damage before creatures without first strike.) Whenever Odric and at least three other creatures attack, you choose which creatures block this combat and how those creatures block. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pacifism (1)(W) Enchantment -- Aura Enchant creature Enchanted creature can't attack or block. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patron of the Valiant (3)(W)(W) Creature -- Angel Flying When this creature enters, put a +1/+1 counter on each creature you control with a +1/+1 counter on it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Personal Sanctuary (2)(W) Enchantment During your turn, prevent all damage that would be dealt to you. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pit Trap (2) Artifact {2}, {T}, Sacrifice this artifact: Destroy target attacking creature without flying. It can't be regenerated. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Planar Outburst 3WW Sorcery Destroy all nonland creatures. Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pollen Lullaby 1W Instant Prevent all combat damage that would be dealt this turn. Clash with an opponent. If you win, creatures that player controls don't untap during the player's next untap step. (Each clashing player reveals the top card of their library, then puts that card on their choice of the top or bottom. A player wins if their card had a greater mana value.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Precinct Captain WW Creature -- Human Soldier First strike Whenever this creature deals combat damage to a player, create a 1/1 white Soldier creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Prison Realm 2W Enchantment When this enchantment enters, exile target creature or planeswalker an opponent controls until this enchantment leaves the battlefield. When this enchantment enters, scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razor Hippogriff 3WW Creature -- Hippogriff Flying When this creature enters, return target artifact card from your graveyard to your hand. You gain life equal to that card's mana value. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relief Captain 2WW Creature -- Kor Knight Ally When this creature enters, support 3. (Put a +1/+1 counter on each of up to three other target creatures.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Revoke Existence 1W Sorcery Exile target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vanguard Seraph 3 W Creature -- Angel Warrior Flying Whenever you gain life for the first time each turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vengeful Archon 4 W W W Creature -- Archon Flying {X}: Prevent the next X damage that would be dealt to you this turn. If damage is prevented this way, this creature deals that much damage to target player or planeswalker. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	War Priest of Thune 1 W Creature -- Human Cleric When this creature enters, you may destroy target enchantment. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wolfhunter's Quiver 1 Artifact -- Equipment Equipped creature has "{T}: This creature deals 1 damage to any target" and "{T}: This creature deals 3 damage to target Werewolf creature." Equip {5} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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