

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	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
Baneslayer Angel (3)(W)(W) Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baneslayer Angel (3)(W)(W) Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons 5/5 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

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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Giada, Font of Hope ① 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

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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

Lay Down Arms W Sorcery Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lay Down Arms W Sorcery Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lay Down Arms W Sorcery Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lay Down Arms W Sorcery Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Legion Angel 2 W W Creature -- Angel Warrior Flying When this creature enters, you may reveal a card you own named Legion Angel from outside the game and put it into your hand. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran's Escape W Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran's Escape W Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 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

3 W W

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

Basic Land -- Plains

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

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Basic Land -- Plains

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

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sheet 4/8 - 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.

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}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Righteous Valkyrie 2W Creature -- Angel Cleric Flying Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness. 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 PLAYbotbox.dev

Righteous Valkyrie (2)(W) Creature -- Angel Cleric Flying Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness. 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	Righteous Valkyrie (2)(W) Creature -- Angel Cleric Flying Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness. 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	Righteous Valkyrie (2)(W) Creature -- Angel Cleric Flying Whenever another Angel or Cleric you control enters, you gain life equal to that creature's toughness. 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	Sephara, Sky's Blade (4)(W)(W)(W) Legendary Creature -- Angel You may pay {W} and tap four untapped creatures you control with flying rather than pay this spell's mana cost. Flying, lifelink Other creatures you control with flying have indestructible. (Damage and effects that say "destroy" don't destroy them.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Starnheim Aspirant (2)(W) Creature -- Human Cleric Angel spells you cast cost {2} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starnheim Aspirant (2)(W) Creature -- Human Cleric Angel spells you cast cost {2} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben (1)(W) Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben (1)(W) Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KKt53 - Explorer (Weekday Night Magic)

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.

sheet 7/8 - 8 cards - 2.5 x 3.5 in each

Thalia, Guardian of Thraben (1)(W) Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben (1)(W) Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Book of Exalted Deeds (W)(W)(W) Legendary Artifact -- Book At the beginning of your end step, if you gained 3 or more life this turn, create a 3/3 white Angel creature token with flying. {W}{W}{W}, {T}, Exile The Book of Exalted Deeds: Put an enlightened counter on target Angel. It gains "You can't lose the game and your opponents can't win the game." Activate only as a sorcery. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Book of Exalted Deeds (W)(W)(W) Legendary Artifact -- Book At the beginning of your end step, if you gained 3 or more life this turn, create a 3/3 white Angel creature token with flying. {W}{W}{W}, {T}, Exile The Book of Exalted Deeds: Put an enlightened counter on target Angel. It gains "You can't lose the game and your opponents can't win the game." Activate only as a sorcery. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Legion Angel (2)(W)(W) Creature -- Angel Warrior Flying When this creature enters, you may reveal a card you own named Legion Angel from outside the game and put it into your hand. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Angel (2)(W)(W) Creature -- Angel Warrior Flying When this creature enters, you may reveal a card you own named Legion Angel from outside the game and put it into your hand. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Angel (2)(W)(W) Creature -- Angel Warrior Flying When this creature enters, you may reveal a card you own named Legion Angel from outside the game and put it into your hand. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	