

Aurelia, the Law Above (3)(R)(W) Legendary Creature -- Angel Flying, vigilance, haste Whenever a player attacks with three or more creatures, you draw a card. Whenever a player attacks with five or more creatures, Aurelia deals 3 damage to each of your opponents and you gain 3 life. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aurelia, the Warleader (2)(R)(R)(W)(W) Legendary Creature -- Angel Flying, vigilance, haste Whenever Aurelia attacks for the first time each turn, untap all creatures you control. After this phase, there is an additional combat phase. 3/4 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	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

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Holy Cow (2)(W) Creature -- 0x Angel Flash Flying When this creature enters, you gain 2 life and scry 1. (Look at the top card of your library. You may put that card on the bottom.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Holy Cow (2)(W) Creature -- 0x Angel Flash Flying When this creature enters, you gain 2 life and scry 1. (Look at the top card of your library. You may put that card on the bottom.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Holy Cow (2)(W) Creature -- 0x Angel Flash Flying When this creature enters, you gain 2 life and scry 1. (Look at the top card of your library. You may put that card on the bottom.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Holy Cow (2)(W) Creature -- 0x Angel Flash Flying When this creature enters, you gain 2 life and scry 1. (Look at the top card of your library. You may put that card on the bottom.) 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	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, Archangel of Dawn (2)(W) Legendary Creature -- Angel Knight Flying Whenever you gain life, put a +1/+1 counter on each Angel you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lyra, Archangel of Dawn (2)(W) Legendary Creature -- Angel Knight Flying Whenever you gain life, put a +1/+1 counter on each Angel you control. 3/3 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

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patchwork Banner3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Patchwork Banner3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patchwork Banner3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patchwork Banner3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. 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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Sheltered by Ghosts1W 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 PLAYbotbox.dev	Sheltered by Ghosts1W 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 PLAYbotbox.dev	Sheltered by Ghosts1W 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 PLAYbotbox.dev	Sheltered by Ghosts1W 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 PLAYbotbox.dev

Sun-Blessed Peak

Land

This land enters tapped.
{T}: Add {R} or {W}.
{4}, {T}, Sacrifice this land: Draw
a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Triumph

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valorous Stance

① W

Instant

```
Choose one --
* Target creature gains
  indestructible until end of turn.
  (Damage and effects that say
   "destroy" don't destroy it.)
* Destroy target creature with
  toughness 4 or greater.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valorous Stance

① W

Instant

```
Choose one --
* Target creature gains
  indestructible until end of turn.
  (Damage and effects that say
   "destroy" don't destroy it.)
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valorous Stance

① W

Instant

Choose one --

- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valorous Stance

① W

Instant

Choose one --

- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
- * Destroy target creature with toughness 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wind-Scarred Crag

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wind-Scarred Crag

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Youthful Valkyrie1W Creature -- Angel Flying Whenever another Angel you control enters, put a +1/+1 counter on this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Youthful Valkyrie1W Creature -- Angel Flying Whenever another Angel you control enters, put a +1/+1 counter on this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Personify 1 W Instant Exile target creature you control, then return that card to the battlefield under its owner's control. Create a 1/1 colorless Shapeshifter creature token with changeling. (It's every creature type.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Personify 1 W Instant Exile target creature you control, then return that card to the battlefield under its owner's control. Create a 1/1 colorless Shapeshifter creature token with changeling. (It's every creature type.) [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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