

Archangel of Tithes 1WWW Creature -- Angel Flying As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archangel of Tithes 1WWW Creature -- Angel Flying As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aurelia, the Warleader 2RRWW 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	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 PLAY botbox.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 PLAY botbox.dev	Dawn's Truce 1W Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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

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②

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

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Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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	Haliya, Guided by Light (2)(W) Legendary Creature -- Human Soldier Whenever Haliya or another creature or artifact you control enters, you gain 1 life. At the beginning of your end step, draw a card if you've gained 3 or more life this turn. Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk (W) Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk (W) Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Lyra, Archangel of Dawn 2W 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 PLAYbotbox.dev	Lyra Dawnbringer 3WW 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 PLAYbotbox.dev	Lyra Dawnbringer 3WW 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 PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Requisition RaidW Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Resplendent Angel1WW 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	Return the FavorRR Instant Spree (Choose one or more additional costs.) + {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy. + {1} -- Change the target of target spell or ability with a single target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rogue's Passage Land {T}: Add {C}. {4}, {T}: Target creature can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sacred Foundry

Land -- Mountain Plains

($\{T\}$: Add $\{R\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

($\{T\}$: Add $\{R\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

($\{T\}$: Add $\{R\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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 ①W

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

Smile at Death (3)(W)(W)

Enchantment

At the beginning of your upkeep, return up to two target creature cards with power 2 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of those creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield Shepherd (3)(W)(W)

Creature -- Angel

Flying

When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundown Pass

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundown Pass Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Taurean Mauler Creature -- Shapeshifter Changeling (This card is every creature type.) Whenever an opponent casts a spell, you may put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Youthful Valkyrie Creature -- Angel Flying Whenever another Angel you control enters, put a +1/+1 counter on this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Youthful Valkyrie Creature -- Angel Flying Whenever another Angel you control enters, put a +1/+1 counter on this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrade Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Light Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clarion Conqueror Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collective Inferno Enchantment Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) As this enchantment enters, choose a creature type. Double all damage that sources you control of the chosen type would deal. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dust Animus 1 W Creature -- Spirit Flying If you control five or more untapped lands, this creature enters with two +1/+1 counters and a lifelink counter on it. Plot {1}{W} (You may pay {1}{W} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erode W Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 1 W 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 1 W 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 1 W 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	Smile at Death 3 W W Enchantment At the beginning of your upkeep, return up to two target creature cards with power 2 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of those creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Split Up

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Sorcery

Choose one --

- * Destroy all tapped creatures.
- * Destroy all untapped creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wind Crystal

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Legendary Artifact

White spells you cast cost {1} less to cast.

If you would gain life, you gain twice that much life instead.
{4}{W}{W}, {T}: Creatures you control gain flying and lifelink until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trapped in the Screen

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Enchantment

Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev