

Alseid of Life's Bounty (W) Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature; Target creature or enchantment you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alseid of Life's Bounty (W) Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature; Target creature or enchantment you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alseid of Life's Bounty (W) Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature; Target creature or enchantment you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alseid of Life's Bounty (W) Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature; Target creature or enchantment you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daxos, Blessed by the Sun (W)(W) Legendary Enchantment Creature -- Demigod Daxos's toughness is equal to your devotion to white. (Each {W} in the mana costs of permanents you control counts toward your devotion to white.) Whenever another creature you control enters or dies, you gain 1 life. 2/* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heliod, Sun-Crowned (2)(W) Legendary Enchantment Creature -- God Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heliod, Sun-Crowned (2)(W) Legendary Enchantment Creature -- God Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heliod, Sun-Crowned (2)(W) Legendary Enchantment Creature -- God Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Eirian03 - Standard (Standard League)

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Luminarch Aspirant (1)(W) Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lurrus of the Dream-Den (1)(W/B)(W/B) Legendary Creature -- Cat Nightmare Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lurrus of the Dream-Den (1)(W/B)(W/B) Legendary Creature -- Cat Nightmare Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lurrus of the Dream-Den (1)(W/B)(W/B) Legendary Creature -- Cat Nightmare Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Selfless Savior (W) Creature -- Dog Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Selfless Savior (W) Creature -- Dog Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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Basic Snow Land -- Plains

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

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Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Speaker of the Heavens (W) Creature -- Human Cleric Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.) {T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Speaker of the Heavens (W) Creature -- Human Cleric Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.) {T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Speaker of the Heavens (W) Creature -- Human Cleric Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.) {T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Speaker of the Heavens (W) Creature -- Human Cleric Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.) {T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Archon of Absolution (3)(W) Creature -- Archon Flying Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.) Creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Baneslayer Angel (3)(W)(W) Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Drannith Magistrate 1 W Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Spellbinder 2 W Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Spellbinder 2 W Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Spellbinder 2 W Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elspeth, Sun's Nemesis 2 W W Legendary Planeswalker -- Elspeth [-1]: Up to two target creatures you control each get +2/+1 until end of turn. [-2]: Create two 1/1 white Human Soldier creature tokens. [-3]: You gain 5 life. Escape--{4}{W}{W}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Reidane, God of the Worthy

Card

[sideboard]

Reidane, God of the Worthy

Card

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Reidane, God of the Worthy

Card

[sideboard]

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Reidane, God of the Worthy

Card

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Card

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Playtest cards - Eirian03 - Standard (Standard League)

sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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