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| <b>Archangel Elspeth</b> (2)(W)(W)<br>Legendary Planeswalker -- Elspeth<br>[+1]: Create a 1/1 white Soldier creature token with lifelink.<br>[-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying.<br>[-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                | <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                | <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                |
| <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Caretaker's Talent</b> (2)(W)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br>{W}: Level 2<br>When this Class becomes level 2, create a token that's a copy of target token you control.<br>{3}{W}: Level 3<br>Creature tokens you control get +2/+2.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Caretaker's Talent</b> (2)(W)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br>{W}: Level 2<br>When this Class becomes level 2, create a token that's a copy of target token you control.<br>{3}{W}: Level 3<br>Creature tokens you control get +2/+2.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Caretaker's Talent</b> (2)(W)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br>{W}: Level 2<br>When this Class becomes level 2, create a token that's a copy of target token you control.<br>{3}{W}: Level 3<br>Creature tokens you control get +2/+2.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - perkins, christopher - Standard (\$10K RCQ - Standard - SCG CON Atlanta -

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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Caretaker's Talent</b> (2)(W)<br><hr/> Enchantment -- Class<br><hr/> (Gain the next level as a sorcery to add its ability.)<br>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br>{W}: Level 2<br>When this Class becomes level 2, create a token that's a copy of target token you control.<br>{3}{W}: Level 3<br>Creature tokens you control get +2/+2. | <b>Carrot Cake</b> (1)(W)<br><hr/> Artifact -- Food<br><hr/> When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.                                                        | <b>Carrot Cake</b> (1)(W)<br><hr/> Artifact -- Food<br><hr/> When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.                                                        | <b>Carrot Cake</b> (1)(W)<br><hr/> Artifact -- Food<br><hr/> When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.                                                        |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                |
| <b>Carrot Cake</b> (1)(W)<br><hr/> Artifact -- Food<br><hr/> When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.                                                                                                          | <b>Demolition Field</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. | <b>Demolition Field</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. | <b>Demolition Field</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                |

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| <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</div> <div>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.)</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</div> <div>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.)</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</div> <div>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.)</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</div> <div>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.)</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Fountainport</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}, {T}, Sacrifice a token: Draw a card.</div> <div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div> <div>{4}, {T}: Create a Treasure token.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                              | <div> <div>Fountainport</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}, {T}, Sacrifice a token: Draw a card.</div> <div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div> <div>{4}, {T}: Create a Treasure token.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                              | <div> <div>Fountainport</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}, {T}, Sacrifice a token: Draw a card.</div> <div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div> <div>{4}, {T}: Create a Treasure token.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                              | <div> <div>Fountainport</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}, {T}, Sacrifice a token: Draw a card.</div> <div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div> <div>{4}, {T}: Create a Treasure token.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                              |

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| <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Lay Down Arms</div><div><div>W</div></div></div><div>Sorcery</div><div>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                        | <div><div><div>Lay Down Arms</div><div><div>W</div></div></div><div>Sorcery</div><div>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                        | <div><div><div>Lay Down Arms</div><div><div>W</div></div></div><div>Sorcery</div><div>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                        | <div><div><div>Lay Down Arms</div><div><div>W</div></div></div><div>Sorcery</div><div>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                        |

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| <div>Ossification 1W</div> <div>Enchantment -- Aura</div> <div> <p>Enchant basic land you control<br/>When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                        | <div>Overlord of the Mistmoors 5WW</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Mistmoors 5WW</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Mistmoors 5WW</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Overlord of the Mistmoors 5WW</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.)</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                              | <div>Plains</div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.)</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                              | <div>Plains</div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.)</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                              |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         |
| <div>Split Up<div>1WW</div></div> <div>Sorcery</div> <div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunfall<div>3WW</div></div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunfall<div>3WW</div></div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunfall<div>3WW</div></div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Sunfall<div><div>3</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Sunken Citadel<div></div><div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Sunken Citadel<div></div><div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Sunken Citadel<div></div><div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     |
| <div>Authority of the Consuls<div><div>W</div></div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div>Authority of the Consuls<div><div>W</div></div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div>Authority of the Consuls<div><div>W</div></div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div>Boon-Bringer Valkyrie<div><div>3</div><div>W</div><div>W</div></div><div>Creature -- Angel Warrior</div><div>Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn.)<br/>Flying, first strike, lifelink</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

W

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

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①

W

Exile target artifact, enchantment, or creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

①

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or creature with power 4 or greater.

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Exile target artifact, enchantment,  
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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.

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5/5

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| <div> <div>Ossification</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant basic land you control</div> <div>When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Serra Paragon</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div> <div>Flying</div> <div>Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life."</div> <div>[sideboard]</div> </div> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Split Up</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Choose one --</div> <div>* Destroy all tapped creatures.</div> <div>* Destroy all untapped creatures.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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