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| <div>Armageddon</div> <div>3W</div> <div>Sorcery</div> <div>Destroy all lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          | <div>Armageddon</div> <div>3W</div> <div>Sorcery</div> <div>Destroy all lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                   | <div>Crusade</div> <div>WW</div> <div>Enchantment</div> <div>White creatures get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                          | <div>Crusade</div> <div>WW</div> <div>Enchantment</div> <div>White creatures get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                          |
| <div>Crusade</div> <div>WW</div> <div>Enchantment</div> <div>White creatures get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Exalted Angel</div> <div>4WW</div> <div>Creature -- Angel</div> <div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Exalted Angel</div> <div>4WW</div> <div>Creature -- Angel</div> <div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Exalted Angel</div> <div>4WW</div> <div>Creature -- Angel</div> <div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Mother of Runes</div><div>Ⓜ</div></div><div><div>Creature -- Human Cleric</div><div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Mother of Runes</div><div>Ⓜ</div></div><div><div>Creature -- Human Cleric</div><div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Mother of Runes</div><div>Ⓜ</div></div><div><div>Creature -- Human Cleric</div><div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>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><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Savannah Lions</div><div>Creature -- Cat</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Savannah Lions</div><div>Creature -- Cat</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              |

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| <div>Savannah Lions</div> <div> <div> <div></div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       | <div>Seal of Cleansing</div> <div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>1W</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Seal of Cleansing</div> <div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>1W</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       | <div>Silver Knight</div> <div> <div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Human Knight</div> <div>First strike, protection from red</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               |
| <div>Silver Knight</div> <div> <div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Human Knight</div> <div>First strike, protection from red</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Silver Knight</div> <div> <div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Human Knight</div> <div>First strike, protection from red</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                         | <div>Soltari Champion</div> <div> <div> <div>2</div> <div>W</div> </div> </div> <div>Creature -- Soltari Soldier</div> <div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>Whenever this creature attacks, other creatures you control get +1/+1 until end of turn.</div> <div>2W</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Soltari Champion</div> <div> <div> <div>2</div> <div>W</div> </div> </div> <div>Creature -- Soltari Soldier</div> <div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>Whenever this creature attacks, other creatures you control get +1/+1 until end of turn.</div> <div>2W</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Soltari Monk</div><div><div>WW</div></div><div>Creature -- Soltari Monk Cleric</div><div>Protection from black<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soltari Monk</div><div><div>WW</div></div><div>Creature -- Soltari Monk Cleric</div><div>Protection from black<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soltari Monk</div><div><div>WW</div></div><div>Creature -- Soltari Monk Cleric</div><div>Protection from black<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soltari Priest</div><div><div>WW</div></div><div>Creature -- Soltari Cleric</div><div>Protection from red<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Soltari Priest</div><div><div>WW</div></div><div>Creature -- Soltari Cleric</div><div>Protection from red<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Soltari Priest</div><div><div>WW</div></div><div>Creature -- Soltari Cleric</div><div>Protection from red<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Swords to Plowshares</div><div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Swords to Plowshares</div><div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              |

W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

W

Creature -- Human Soldier Rebel

{W}, {T}: Tap target creature.  
Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Whipcorder</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier Rebel</div> <div> <div>{W}, {T}: Tap target creature.<br/>Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Whipcorder</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier Rebel</div> <div> <div>{W}, {T}: Tap target creature.<br/>Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>White Knight</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>First strike (This creature deals combat damage before creatures without first strike.)<br/>Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.)</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>White Knight</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>First strike (This creature deals combat damage before creatures without first strike.)<br/>Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.)</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Worship</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                       | <div> <div>Armageddon</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Destroy all lands.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                      | <div> <div>Aura of Silence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                               | <div> <div>Aura of Silence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                               |

Playtest cards - mirkobaldacci - Unknown format (LEGA SPARTANA TAPPA 1)

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





True Believer

W

W

Creature -- Human Cleric

You have shroud. (You can't be the target of spells or abilities.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

True Believer

W

W

Creature -- Human Cleric

You have shroud. (You can't be the target of spells or abilities.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Warmth

1

W

Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Warmth

1

W

Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

