Armageddon {3}{W}

Sorcery

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armageddon {3}{W}

Sorcery

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crusade {W}{W}

Enchantment

White creatures get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crusade {W}{W}

Enchantment

White creatures get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crusade {W}{W}

Enchantment

White creatures get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Scroll {1}

Artifact

{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enlightened Tutor {W}

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enlightened Tutor {W}

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
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.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
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.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mother of Runes {W}

Creature -- Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mother of Runes {W}

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{T}: Target creature you control gains protection from the color of your choice until end of turn.

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Mother of Runes {W}

Creature -- Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Parallax Wave {2}{W}{W}

Enchantment

Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savannah Lions {W}

Creature -- Cat

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savannah Lions {W}

Creature -- Cat

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savannah Lions {W}

Creature -- Cat

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savannah Lions {W}

Creature -- Cat

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal of Cleansing {1}{W}

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal of Cleansing {1}{W}

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silver Knight {W}{W}

Creature -- Human Knight

First strike, protection from red

2/2

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Silver Knight {W}{W}

Creature -- Human Knight

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silver Knight {W}{W}

Creature -- Human Knight

First strike, protection from red

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Priest {W}{W}

Creature -- Soltari Cleric

Protection from red
Shadow (This creature can block or be blocked by only creatures with shadow.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Priest {W}{W}

Creature -- Soltari Cleric

Protection from red
Shadow (This creature can block or be blocked by only creatures with shadow.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Priest {W}{W}

Creature -- Soltari Cleric

Protection from red
Shadow (This creature can block or be blocked by only creatures with shadow.)

2/1

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Creature -- Soltari Cleric

Protection from red
Shadow (This creature can block or be blocked by only creatures with shadow.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CiccioLegno - Premodern v3 Group 12C111 (Whipcorder, Savannah Lions) (Leg sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whipcorder {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

Whipcorder {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

Playtest cards - CiccioLegno - Premodern v3 Group 12C111 (Whipcorder, Savannah Lions) (Leg sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Winter Orb {2}

Artifact

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worship {3}{W}

Enchantment

If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armageddon {3}{W}

Sorcery

Destroy all lands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aura of Silence {1}{W}{W}

Enchantment

Artifact and enchantment spells your opponents cast cost {2} more to cast.
Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circle of Protection: Black {1}{W}

Enchantment

{1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circle of Protection: Black {1}{W}

Enchantment

{1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

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Circle of Protection: Green {1}{W}

Enchantment

{1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Humble {1}{W}

Instant

Until end of turn, target creature loses all abilities and has base power and toughness 0/1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lead Astray {1}{W}

Instant

Tap up to two target creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rune of Protection: Red {1}{W}

Enchantment

{W}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rune of Protection: Red {1}{W}

Enchantment

{W}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Cleric

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worship {3}{W}

Enchantment

If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

[sideboard]

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