

WW

White creatures get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{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.

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Provoke (Whenever this creature attacks, you may have target creature defending player controls untap and block it if able.)
{1}{W}: Prevent all combat damage that would be dealt to and dealt by this creature this turn.

1/1

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① ② W

Destroy target artifact or enchantment.

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

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④ W W

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

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① ② W

When this creature enters, destroy target enchantment.

1/1

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①

```
{T}: Exile the bottom card of target
player's graveyard.
{1}, Sacrifice this artifact: Exile
target card from a graveyard. Draw a
card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Exile the bottom card of target player's graveyard.

{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

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

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Savannah Lions Ⓢ Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Cleansing 1Ⓢ Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silver Knight ⓈⓈ Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silver Knight ⓈⓈ Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Soltari Monk WW Creature -- Soltari Monk Cleric Protection from black Shadow (This creature can block or be blocked by only creatures with shadow.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soltari Priest WW 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 PLAYbotbox.dev	Soltari Priest WW 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 PLAYbotbox.dev	Soltari Priest WW 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 PLAYbotbox.dev
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Swords to Plowshares W Instant 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	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. 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
Abolish 1 W W Instant You may discard a Plains card rather than pay this spell's mana cost. Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abolish 1 W W Instant You may discard a Plains card rather than pay this spell's mana cost. Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armageddon 3 W Sorcery Destroy all lands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armageddon 3 W Sorcery Destroy all lands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W

Destroy all lands.

[sidebar]

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① W

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{1}: The next time a red source of
your choice would deal damage to you
this turn, prevent that damage.
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②

Activated abilities of creatures
can't be activated.

[sideboard]

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① W W

First strike, protection from black and from red (This creature deals combat damage before creatures without first strike. It can't be blocked, targeted, dealt damage, or enchanted by anything black or red.)

[sidebar]

2/2

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[sidebar]

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① W

Destroy target creature with power 4 or greater. It can't be regenerated.

[sidebar]

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① ② W

Destroy target creature with power 4 or greater. It can't be regenerated.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serenity Enchantment At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warmth Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warmth Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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