

Armageddon 3 W Sorcery Destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armageddon 3 W Sorcery Destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armageddon 3 W Sorcery Destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Armageddon 3 W Sorcery Destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crusade W W Enchantment White creatures get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crusade W W Enchantment White creatures get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crusade W W Enchantment White creatures get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Icatian Javelineers W Creature -- Human Soldier This creature enters with a javelin counter on it. {T}, Remove a javelin counter from this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Order of Leitbur WW Creature -- Human Cleric Knight Protection from black {W}: This creature gains first strike until end of turn. {W}{W}: This creature gets +1/+0 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Order of Leitbur WW Creature -- Human Cleric Knight Protection from black {W}: This creature gains first strike until end of turn. {W}{W}: This creature gets +1/+0 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Order of Leitbur WW Creature -- Human Cleric Knight Protection from black {W}: This creature gains first strike until end of turn. {W}{W}: This creature gets +1/+0 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Order of the White Shield WW Creature -- Human Knight Protection from black {W}: This creature gains first strike until end of turn. {W}{W}: This creature gets +1/+0 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Order of the White Shield WW Creature -- Human Knight Protection from black {W}: This creature gains first strike until end of turn. {W}{W}: This creature gets +1/+0 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Order of the White Shield WW Creature -- Human Knight Protection from black {W}: This creature gains first strike until end of turn. {W}{W}: This creature gets +1/+0 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Order of the White Shield WW Creature -- Human Knight Protection from black {W}: This creature gains first strike until end of turn. {W}{W}: This creature gets +1/+0 until end of turn. 2/1 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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Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Knight W W Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	White Knight W W Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	White Knight W W Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	White Knight W W Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ankh of Mishra 2 Artifact Whenever a land enters, this artifact deals 2 damage to that land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ankh of Mishra 2 Artifact Whenever a land enters, this artifact deals 2 damage to that land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ankh of Mishra 2 Artifact Whenever a land enters, this artifact deals 2 damage to that land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Red 1 W Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divine Offering 1 W Instant Destroy target artifact. You gain life equal to its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divine Offering 1 W Instant Destroy target artifact. You gain life equal to its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Energy Storm 1 W Enchantment Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) Prevent all damage that would be dealt by instant and sorcery spells. Creatures with flying don't untap during their controllers' untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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