

Abolish 1 W W Instant You may discard a Plains card rather than pay this spell's mana cost. Destroy target artifact or enchantment. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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
Beloved Chaplain 1 W Creature -- Human Cleric Protection from creatures 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beloved Chaplain 1 W Creature -- Human Cleric Protection from creatures 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beloved Chaplain 1 W Creature -- Human Cleric Protection from creatures 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beloved Chaplain 1 W Creature -- Human Cleric Protection from creatures 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daru Spiritualist 1 W Creature -- Human Cleric Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daru Spiritualist 1 W Creature -- Human Cleric Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daru Spiritualist 1 W Creature -- Human Cleric Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daru Spiritualist 1 W Creature -- Human Cleric Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Master Apothecary W W W Creature -- Human Cleric Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to any target this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Master Apothecary W W W Creature -- Human Cleric Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to any target this turn. 2/2 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 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 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 PLAYbotbox.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 PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shaman en-Kor1W Creature -- Kor Cleric Shaman {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. {1}{W}: The next time a source of your choice would deal damage to target creature this turn, that damage is dealt to this creature instead. 1/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shaman en-Kor1W Creature -- Kor Cleric Shaman {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. {1}{W}: The next time a source of your choice would deal damage to target creature this turn, that damage is dealt to this creature instead. 1/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Shared Triumph 1 W Enchantment As this enchantment enters, choose a creature type. Creatures of the chosen type get +1/+1. 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 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	Starlit Sanctum Land {T}: Add {C}. {W}, {T}, Sacrifice a Cleric creature: You gain life equal to the sacrificed creature's toughness. {B}, {T}, Sacrifice a Cleric creature: Target player loses life equal to the sacrificed creature's power. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starlit Sanctum Land {T}: Add {C}. {W}, {T}, Sacrifice a Cleric creature: You gain life equal to the sacrificed creature's toughness. {B}, {T}, Sacrifice a Cleric creature: Target player loses life equal to the sacrificed creature's power. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starlit Sanctum Land {T}: Add {C}. {W}, {T}, Sacrifice a Cleric creature: You gain life equal to the sacrificed creature's toughness. {B}, {T}, Sacrifice a Cleric creature: Target player loses life equal to the sacrificed creature's power. 2/1 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 PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
True Believer Creature -- Human Cleric You have shroud. (You can't be the target of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	True Believer Creature -- Human Cleric You have shroud. (You can't be the target of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	True Believer Creature -- Human Cleric You have shroud. (You can't be the target of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Weathered Wayfarer (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	Weathered Wayfarer (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	Weathered Wayfarer (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	Weathered Wayfarer (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
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	Cleansing Meditation (1)(W)(W) Sorcery Destroy all enchantments. Threshold -- If there are seven or more cards in your graveyard, instead destroy all enchantments, then return all cards in your graveyard destroyed this way to the battlefield. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glowrider (2)(W) Creature -- Human Cleric Noncreature spells cost {1} more to cast. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glowrider (2)(W) Creature -- Human Cleric Noncreature spells cost {1} more to cast. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glowrider (2)(W) Creature -- Human Cleric Noncreature spells cost {1} more to cast. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Haven Legendary Land {T}: Add {C}. {1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Paladin en-Vec (1)(W)(W) Creature -- Human Knight 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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paladin en-Vec (1)(W)(W) Creature -- Human Knight 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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Furnace (1) Artifact {T}: Exile the bottom card of target player's graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reprisal (1)(W) Instant Destroy target creature with power 4 or greater. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal of Cleansing

① W

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

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Tormod's Crypt

①

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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Worship

③ ④ 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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