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Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

White creatures get +1/+1.

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{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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① W

Destroy target artifact or enchantment.

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① ② W

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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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④ W W

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4/5

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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	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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	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	Mystic Crusader 1W Creature -- Human Nomad Mystic Protection from black and from red Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and has flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystic Crusader 1W Creature -- Human Nomad Mystic Protection from black and from red Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and has flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystic Crusader 1W Creature -- Human Nomad Mystic Protection from black and from red Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and has flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystic Crusader 1W Creature -- Human Nomad Mystic Protection from black and from red Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and has flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orim's Chant Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 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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Soltari Monk W W 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 PLAY botbox.dev	Soltari Monk W W 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 PLAY botbox.dev	Soltari Monk W W 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 PLAY botbox.dev	Soltari Monk W W 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 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

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
Tithe Instant Search your library for a Plains card. If target opponent controls more lands than you, you may search your library for an additional Plains card. Reveal those cards, put them into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tithe Instant Search your library for a Plains card. If target opponent controls more lands than you, you may search your library for an additional Plains card. Reveal those cards, put them into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windborn Muse Creature -- Spirit Flying Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windborn Muse Creature -- Spirit Flying Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abeyance 1W Instant Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abeyance 1W Instant Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Null Rod 2 Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Orim's Chant Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peace and Quiet Instant Destroy two target enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Furnace 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 PLAYbotbox.dev	Phyrexian Furnace 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 PLAYbotbox.dev
Sphere of Law Enchantment If a red source would deal damage to you, prevent 2 of that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windborn Muse Creature -- Spirit Flying Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

③ W

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

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