

3 W

Flying
Whenever this creature becomes the target of a spell or ability, this creature gets +0/+3 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Flying
Whenever this creature becomes the target of a spell or ability, this creature gets +0/+3 until end of turn.

2/2

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② ③

Enchant land
Enchanted land has "{T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness."

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① W

Protection from creatures

1/1

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① W

Protection from creatures

1/1

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W

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

1/1

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Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

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Daru Spiritualist 1W 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 PLAYbotbox.dev	Daru Spiritualist 1W 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 PLAYbotbox.dev	Daru Spiritualist 1W 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 PLAYbotbox.dev	Daru Spiritualist 1W 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 PLAYbotbox.dev
Disenchant 1W Instant Destroy target artifact or enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disenchant 1W Instant Destroy target artifact or enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nomads en-Kor W Creature -- Kor Nomad Soldier {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nomads en-Kor W Creature -- Kor Nomad Soldier {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Seal of Cleansing 1W Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Cleansing 1W Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. 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-Kor 1W 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shaman en-Kor 1W 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shaman en-Kor 1W 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shaman en-Kor 1W 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 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	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Task Force Creature -- Human Rebel Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Task Force (2)(W) Creature -- Human Rebel Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Task Force (2)(W) Creature -- Human Rebel Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Task Force (2)(W) Creature -- Human Rebel Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Test of Endurance (2)(W)(W) Enchantment At the beginning of your upkeep, if you have 50 or more life, you win the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Warrior en-Kor (W)(W) Creature -- Kor Warrior Knight {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warrior en-Kor (W)(W) Creature -- Kor Warrior Knight {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warrior en-Kor (W)(W) Creature -- Kor Warrior Knight {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warrior en-Kor (W)(W) Creature -- Kor Warrior Knight {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worthy Cause Instant Buyback {2} (You may pay an additional {2} as you cast this spell. If you do, put this card into your hand as it resolves.) As an additional cost to cast this spell, sacrifice a creature. You gain life equal to the sacrificed creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worthy Cause Instant Buyback {2} (You may pay an additional {2} as you cast this spell. If you do, put this card into your hand as it resolves.) As an additional cost to cast this spell, sacrifice a creature. You gain life equal to the sacrificed creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worthy Cause Instant Buyback {2} (You may pay an additional {2} as you cast this spell. If you do, put this card into your hand as it resolves.) As an additional cost to cast this spell, sacrifice a creature. You gain life equal to the sacrificed creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worthy Cause Instant Buyback {2} (You may pay an additional {2} as you cast this spell. If you do, put this card into your hand as it resolves.) As an additional cost to cast this spell, sacrifice a creature. You gain life equal to the sacrificed creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abolish 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 PLAYbotbox.dev	Abolish 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 PLAYbotbox.dev	Crimson Acolyte Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crimson Acolyte Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Gaea's Blessing 1 G Sorcery Target player shuffles up to three target cards from their graveyard into their library. Draw a card. When this card is put into your graveyard from your library, shuffle your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Sanctuary 1 W Enchantment If you would draw a card during your draw step, instead you may skip that draw. If you do, until your next turn, you can't be attacked except by creatures with flying and/or islandwalk. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Obsidian Acolyte 1 W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Acolyte 1 W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal of Cleansing 1 W Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal of Cleansing 1 W Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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