

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Armageddon Sorcery Destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armageddon Sorcery Destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursed Scroll 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Divine Sacrament Enchantment White creatures get +1/+1. Threshold -- White creatures get an additional +1/+1 as long as there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Divine Sacrament 1 W W Enchantment White creatures get +1/+1. Threshold -- White creatures get an additional +1/+1 as long as there are seven or more cards in your graveyard. 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 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	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

Playtest cards - Drivas4116 - Premodern v3 Group 2EF758 (Soltari Priest, Silver Knight) (\$

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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	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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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	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
Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Savannah Lions Ⓢ Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Savannah Lions Ⓢ Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Savannah Lions Ⓢ Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Savannah Lions Ⓢ Creature -- Cat 2/1 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	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	Soltari Monk ⓈⓈ 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 Monk ⓈⓈ 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 Monk ⓈⓈ 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 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	Soltari Visionary 1 W W Creature -- Soltari Cleric Shadow (This creature can block or be blocked by only creatures with shadow.) Whenever this creature deals damage to a player, destroy target enchantment that player controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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 PLAY botbox.dev

WW

You have shroud. (You can't be the target of spells or abilities.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{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

W

{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

W

{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

WW

{W}, {T}: Tap target creature.
Morph {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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

{W}, {T}: Tap target creature.
Morph {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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whipcorder W W Creature -- Human Soldier Rebel {W}, {T}: Tap target creature. Morph {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.) 2/2 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	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	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
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	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	Cursed Totem 2 Artifact Activated abilities of creatures can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursed Totem 2 Artifact Activated abilities of creatures can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. [sideboard] 2/2 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. [sideboard] 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
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	Seal of Cleansing (1)(W) Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	True Believer (W)(W) Creature -- Human Cleric You have shroud. (You can't be the target of spells or abilities.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tsabo's Web (2) Artifact When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warmth 1W Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warmth 1W Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Whipcorder WW Creature -- Human Soldier Rebel {W}, {T}: Tap target creature. Morph {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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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