

Academy Rector 3W Creature -- Human Cleric When this creature dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Academy Rector 3W Creature -- Human Cleric When this creature dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beloved Chaplain 1W Creature -- Human Cleric Protection from creatures 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beloved Chaplain 1W Creature -- Human Cleric Protection from creatures 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Beloved Chaplain 1W Creature -- Human Cleric Protection from creatures 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beloved Chaplain 1W Creature -- Human Cleric Protection from creatures 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Benalish Hero W Creature -- Human Soldier Banding (Any creatures with banding, and up to one without, can attack in a band. Bands are blocked as a group. If any creatures with banding you control are blocking or being blocked by a creature, you divide that creature's combat damage, not its controller, among any of the creatures it's being blocked by or is blocking.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Benalish Hero W Creature -- Human Soldier Banding (Any creatures with banding, and up to one without, can attack in a band. Bands are blocked as a group. If any creatures with banding you control are blocking or being blocked by a creature, you divide that creature's combat damage, not its controller, among any of the creatures it's being blocked by or is blocking.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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High Ground W Enchantment Each creature you control can block an additional creature each combat. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	High Ground W Enchantment Each creature you control can block an additional creature each combat. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kirtar's Desire W Enchantment -- Aura Enchant creature Enchanted creature can't attack. Threshold -- Enchanted creature can't block as long as there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kirtar's Desire W Enchantment -- Aura Enchant creature Enchanted creature can't attack. Threshold -- Enchanted creature can't block as long as there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Longbow Archer W W Creature -- Human Soldier Archer Reach (This creature can block creatures with flying.) First strike 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Longbow Archer W W Creature -- Human Soldier Archer Reach (This creature can block creatures with flying.) First strike 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Longbow Archer W W Creature -- Human Soldier Archer Reach (This creature can block creatures with flying.) First strike 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Longbow Archer W W Creature -- Human Soldier Archer Reach (This creature can block creatures with flying.) First strike 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Parallax Wave 2 W W Enchantment Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. 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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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Planar Collapse Enchantment At the beginning of your upkeep, if there are four or more creatures on the battlefield, sacrifice this enchantment and destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Cleansing Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shared Triumph Enchantment As this enchantment enters, choose a creature type. Creatures of the chosen type get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shared Triumph 1 W Enchantment As this enchantment enters, choose a creature type. Creatures of the chosen type get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shared Triumph 1 W Enchantment As this enchantment enters, choose a creature type. Creatures of the chosen type get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shared Triumph 1 W Enchantment As this enchantment enters, choose a creature type. Creatures of the chosen type get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silver Knight W W Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Silver Knight W W Creature -- Human Knight First strike, protection from red 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silver Knight W W Creature -- Human Knight First strike, protection from red 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

Swords to Plowshares



Instant

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

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

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True Believer



Creature -- Human Cleric

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

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

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waste land

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.

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Waste land

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

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{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	White Knight 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 PLAY botbox.dev	White Knight 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 PLAY botbox.dev	White Knight 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 PLAY botbox.dev
Armageddon Sorcery Destroy all lands. [sideboard] 3W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armageddon Sorcery Destroy all lands. [sideboard] 3W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aura of Silence Enchantment Artifact and enchantment spells your opponents cast cost {2} more to cast. Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard] 1WW PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aura of Silence Enchantment Artifact and enchantment spells your opponents cast cost {2} more to cast. Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard] 1WW PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crackdown 2 W Enchantment Nonwhite creatures with power 3 or greater don't untap during their controllers' untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intrepid Hero 2 W Creature -- Human Soldier {T}: Destroy target creature with power 4 or greater. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intrepid Hero 2 W Creature -- Human Soldier {T}: Destroy target creature with power 4 or greater. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parallax Wave 2 W W Enchantment Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pariah 2 W Enchantment -- Aura Enchant creature All damage that would be dealt to you is dealt to enchanted creature instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pariah 2 W Enchantment -- Aura Enchant creature All damage that would be dealt to you is dealt to enchanted creature instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Remembrance 3 W Enchantment Whenever a nontoken creature you control dies, you may search your library for a card with the same name as that creature, reveal it, put it into your hand, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serenity 1 W Enchantment At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Serra's Blessing 1W Enchantment Creatures you control have vigilance. (Attacking doesn't cause them to tap.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serra's Blessing 1W Enchantment Creatures you control have vigilance. (Attacking doesn't cause them to tap.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worship 3W Enchantment If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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