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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

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

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.)

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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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Glorious Anthem {1}{W}{W}

Enchantment

Creatures you control get +1/+1.

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Enchantment

Creatures you control get +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

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Mother of Runes {W}

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1/1

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.

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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Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal of Cleansing {1}{W}

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

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Silver Knight {W}{W}

Creature -- Human Knight

First strike, protection from red

2/2

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Creature -- Human Knight

First strike, protection from red

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Champion {2}{W}

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, other creatures you control get +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Champion {2}{W}

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
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2/2

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

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Soltari Monk {W}{W}

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Shadow (This creature can block or be blocked by only creatures with shadow.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 {W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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

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.)

2/2

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

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

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Wasteland

Land

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

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

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

Absolute Grace {1}{W}

Enchantment

All creatures have protection from black.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Absolute Law {1}{W}

Enchantment

All creatures have protection from red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Absolute Law {1}{W}

Enchantment

All creatures have protection from red.

[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]

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Disenchant 1W

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Morningtide 1W

Sorcery

Exile all graveyards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Presence of the Master 3W

Enchantment

Whenever a player casts an enchantment spell, counter it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reprisal 1W

Instant

Destroy target creature with power 4 or greater. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reprisal 1W

Instant

Destroy target creature with power 4 or greater. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphere of Law 3W

Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt 0

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warmth 1W

Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[sideboard]

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Warmth {1}{W}

Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

[sideboard]

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