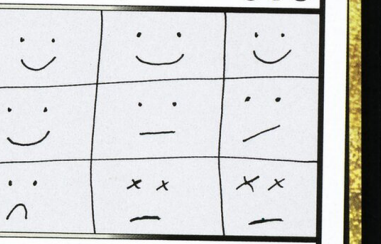
A Good Thing {4}{W}{B}



Enchantment

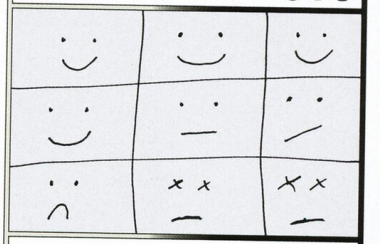
Spells and abilities you control can't destroy, exile, target, or cause you to sacrifice CARDNAME.

At the beginning of your upkeep, double your life total. Then, if you have 1,000 or more life, you lose the game.

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

A Good Thing {4}{W}{B}



Enchantment

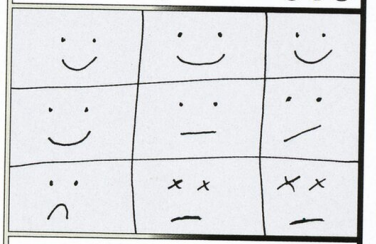
Spells and abilities you control can't destroy, exile, target, or cause you to sacrifice CARDNAME.

At the beginning of your upkeep, double your life total. Then, if you have 1,000 or more life, you lose the game.

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

A Good Thing {4}{W}{B}



Enchantment

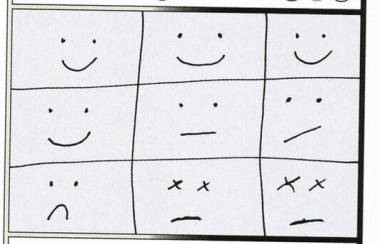
Spells and abilities you control can't destroy, exile, target, or cause you to sacrifice CARDNAME.

At the beginning of your upkeep, double your life total. Then, if you have 1,000 or more life, you lose the game.

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

A Good Thing {4}{W}{B}



Enchantment

Spells and abilities you control can't destroy, exile, target, or cause you to sacrifice CARDNAME.

At the beginning of your upkeep, double your life total. Then, if you have 1,000 or more life, you lose the game.

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast