

Adventurer's Inn Land -- Town When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adventurer's Inn Land -- Town When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aerith Gainsborough 2W Legendary Creature -- Human Cleric Lifelink Whenever you gain life, put a +1/+1 counter on Aerith Gainsborough. When Aerith Gainsborough dies, put X +1/+1 counters on each legendary creature you control, where X is the number of +1/+1 counters on Aerith Gainsborough. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aerith Gainsborough 2W Legendary Creature -- Human Cleric Lifelink Whenever you gain life, put a +1/+1 counter on Aerith Gainsborough. When Aerith Gainsborough dies, put X +1/+1 counters on each legendary creature you control, where X is the number of +1/+1 counters on Aerith Gainsborough. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Agent Bishop, Man in Black 2W Legendary Creature -- Human Soldier At the beginning of combat on your turn, put a +1/+1 counter on each of up to two target creatures. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agent Bishop, Man in Black 2W Legendary Creature -- Human Soldier At the beginning of combat on your turn, put a +1/+1 counter on each of up to two target creatures. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani's Pridemate 1W Creature -- Cat Soldier Whenever you gain life, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani's Pridemate 1W Creature -- Cat Soldier Whenever you gain life, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ajani's Pridemate (1)(W) Creature -- Cat Soldier Whenever you gain life, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eriette's Lullaby (1)(W) Sorcery Destroy target tapped creature. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eriette's Lullaby (1)(W) Sorcery Destroy target tapped creature. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Channeler (1)(W) Creature -- Bat Cleric As long as you've lost life this turn, this creature has flying and vigilance. Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, put its counters on target creature you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonardo, Cutting Edge (1)(W) Legendary Creature -- Mutant Ninja Turtle Sneak {W} (You may cast this spell for {W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Lifelink Whenever you gain life, put a +1/+1 counter on Leonardo. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonardo, Cutting Edge ①② Legendary Creature -- Mutant Ninja Turtle Sneak {W} (You may cast this spell for {W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Lifelink Whenever you gain life, put a +1/+1 counter on Leonardo. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonardo, Cutting Edge ①② Legendary Creature -- Mutant Ninja Turtle Sneak {W} (You may cast this spell for {W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Lifelink Whenever you gain life, put a +1/+1 counter on Leonardo. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonardo, Cutting Edge ①② Legendary Creature -- Mutant Ninja Turtle Sneak {W} (You may cast this spell for {W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Lifelink Whenever you gain life, put a +1/+1 counter on Leonardo. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonardo, Sewer Samurai ③② Legendary Creature -- Mutant Ninja Turtle Samurai Sneak {2}{W}{W} Double strike During your turn, you may cast creature spells with power or toughness 1 or less from your graveyard. If you cast a spell this way, that creature enters with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Leonardo, Sewer Samurai ③② Legendary Creature -- Mutant Ninja Turtle Samurai Sneak {2}{W}{W} Double strike During your turn, you may cast creature spells with power or toughness 1 or less from your graveyard. If you cast a spell this way, that creature enters with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Vanguard ② Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Vanguard ② Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Vanguard ② Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(G/W) (G/W)

Whenever you put a counter on a creature you control, draw a card. This ability triggers only once each turn.

2/2

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Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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sheet 4/9 - 8 cards - 2.5 x 3.5 in each

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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Quintessential Katana Artifact -- Equipment Equipped creature gets +1/+1 and has "Whenever this creature deals combat damage, untap it and you gain 2 life." Whenever a Ninja you control enters, you may attach this Equipment to it. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quintessential Katana Artifact -- Equipment Equipped creature gets +1/+1 and has "Whenever this creature deals combat damage, untap it and you gain 2 life." Whenever a Ninja you control enters, you may attach this Equipment to it. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restoration Magic Instant Tiered (Choose one additional cost.) * Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn. * Cura -- {1} -- Target permanent gains hexproof and indestructible until end of turn. You gain 3 life. * Curaga -- {3}{W} -- Permanents you control gain hexproof and indestructible until end of turn. You gain 6 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restoration Magic Instant Tiered (Choose one additional cost.) * Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn. * Cura -- {1} -- Target permanent gains hexproof and indestructible until end of turn. You gain 3 life. * Curaga -- {3}{W} -- Permanents you control gain hexproof and indestructible until end of turn. You gain 6 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ruin-Lurker Bat Creature -- Bat Flying, lifelink At the beginning of your end step, if you descended this turn, scry 1. (You descended if a permanent card was put into your graveyard from anywhere.) 1/1	Ruin-Lurker Bat Creature -- Bat Flying, lifelink At the beginning of your end step, if you descended this turn, scry 1. (You descended if a permanent card was put into your graveyard from anywhere.) 1/1	Sheltered by Ghosts Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. 1/1	Sheltered by Ghosts Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. 1/1

Make Your Move 2W Instant Destroy target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requisition Raid W Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requisition Raid W Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev			