

Enchantment

Whenever a creature an opponent controls enters, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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Creature -- Vampire Knight

Flying, deathtouch
Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.)

5/5

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Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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① B

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① W

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

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W

Whenever another creature you control enters, you gain 1 life.

1/2

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sheet 2/8 - 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.

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Whenever another creature you
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1/2

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WB

At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.

At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.

{1}{B}, Pay 2 life: Draw a card.

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At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.

{{B}}, Pay 2 life: Draw a card.

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①BB

At the beginning of your upkeep, you draw a card and you lose 1 life.

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① ② ③

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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
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Scoured Barrens

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

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Sheltered by Ghosts (1)(W)

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}.

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Starscape Cleric (1)(B)

Creature -- Bat Cleric

Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
Flying
This creature can't block.
Whenever you gain life, each opponent loses 1 life.

2/1

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Swamp

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({T}: Add {B}.)

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