

① W

Whenever you gain life, put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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②③

Flying
If you would gain life, you gain
that much life plus 1 instead.
This creature gets +2/+2 as long as
you have 25 or more life.

2/2

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If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

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W

Creatures your opponents control enter tapped.

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

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Creatures your opponents control enter tapped.

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

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When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever you gain life for the first time during each of your turns, create a 1/1 white Cat creature token.

3/2

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Dazzling Angel 2 W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dazzling Angel 2 W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dazzling Angel 2 W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elenda, Saint of Dusk 2 W B Legendary Creature -- Vampire Knight Lifelink, hexproof from instant As long as your life total is greater than your starting life total, Elenda gets +1/+1 and has menace. Elenda gets an additional +5/+5 as long as your life total is at least 10 greater than your starting life total. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Exemplar of Light 2 W W Creature -- Angel Flying Whenever you gain life, put a +1/+1 counter on this creature. Whenever you put one or more +1/+1 counters on this creature, draw a card. This ability triggers only once each turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exemplar of Light 2 W W Creature -- Angel Flying Whenever you gain life, put a +1/+1 counter on this creature. Whenever you put one or more +1/+1 counters on this creature, draw a card. This ability triggers only once each turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiendish Panda 2 W B Creature -- Bear Demon Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, return another target non-Bear creature card with mana value less than or equal to this creature's power from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiendish Panda 2 W B Creature -- Bear Demon Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, return another target non-Bear creature card with mana value less than or equal to this creature's power from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

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

1/2

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W

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

1/2

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②③

Flying
When this creature enters, you gain 1 life and draw a card.

2/1

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Flying
When this creature enters, you gain
1 life and draw a card.

2/1

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① ② W

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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

1/2

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① ②

Target creature gets -2/-2 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Target creature gets -2/-2 until end of turn. You gain 2 life.

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Mortify 1 W B Instant Destroy target creature or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mortify 1 W B Instant Destroy target creature or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orzhov Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orzhov Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {B}. 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	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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Resplendent Angel 1 W W Creature -- Angel Flying At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Resplendent Angel 1 W W Creature -- Angel Flying At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Silence Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tribute to Hunger Instant Target opponent sacrifices a creature of their choice. You gain life equal to that creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tribute to Hunger Instant Target opponent sacrifices a creature of their choice. You gain life equal to that creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Twinblade Paladin

③ ④

Creature -- Human Knight

Whenever you gain life, put a +1/+1 counter on this creature.
As long as you have 25 or more life, this creature has double strike. (It deals both first-strike and regular combat damage.)

3/3

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Vampire Nighthawk

1 B B

Creature -- Vampire Shaman

Flying
 Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
 Lifelink (Damage dealt by this creature also causes you to gain that much life.)

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Vengeful Bloodwitch

1 B

Creature -- Vampire Warlock

Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life.

1/1

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Vengeful Bloodwitch

① B

Creature -- Vampire Warlock

Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life.

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