

Animate Dead 1B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Animate Dead 1B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Animate Dead 1B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Animate Dead 1B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decree of Justice X X 2 W W Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decree of Justice X X 2 W W Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Edict 1B Instant Target player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Eternal Dragon 5 W W Creature -- Dragon Spirit Flying {3}{W}{W}: Return this card from your graveyard to your hand. Activate only during your upkeep. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gerrard's Verdict W B Sorcery Target player discards two cards. You gain 3 life for each land card discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gerrard's Verdict W B Sorcery Target player discards two cards. You gain 3 life for each land card discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gerrard's Verdict W B Sorcery Target player discards two cards. You gain 3 life for each land card discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skeletal Scrying Instant As an additional cost to cast this spell, exile X cards from your graveyard. You draw X cards and you lose X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skeletal Scrying Instant As an additional cost to cast this spell, exile X cards from your graveyard. You draw X cards and you lose X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Vindicate 1 W B Sorcery Destroy target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrath of God 2 W W Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrath of God 2 W W Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrath of God 2 W W Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Engineered Plague 2 B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rune of Protection: Artifacts 1W Enchantment {W}: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rune of Protection: Artifacts 1W Enchantment {W}: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spiritual Focus 1W Enchantment Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spiritual Focus 1W Enchantment Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Warmth 1W Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warmth 1W Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warmth 1W Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Withered Wretch B B Creature -- Zombie Cleric {1}: Exile target card from a graveyard. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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