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| <div> <b>Ajani's Pridemate</b> </div> <div> Token Creature -- Cat Soldier </div> <div> Whenever you gain life, put a +1/+1 counter on Ajani's Pridemate. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>   | <div> <b>Bake into a Pie</b> <div>2BB</div> </div> <div> Instant </div> <div> Destroy target creature. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                                               | <div> <b>Blasphemous Edict</b> <div>3BB</div> </div> <div> Sorcery </div> <div> You may pay {B} rather than pay this spell's mana cost if there are thirteen or more creatures on the battlefield.<br/>Each player sacrifices thirteen creatures of their choice. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> <b>Burglar Rat</b> <div>1B</div> </div> <div> Creature -- Rat </div> <div> When this creature enters, each opponent discards a card. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                                                                                                                                         |
| <div> <b>Dismal Backwater</b> </div> <div> Land </div> <div> This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {U} or {B}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> <b>Dreadwing Scavenger</b> <div>1UB</div> </div> <div> Creature -- Nightmare Bird </div> <div> Flying<br/>Whenever this creature enters or attacks, draw a card, then discard a card.<br/>Threshold -- This creature gets +1/+1 and has deathtouch as long as there are seven or more cards in your graveyard. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> <b>Evolving Wilds</b> </div> <div> Land </div> <div> {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                 | <div> <b>Fake Your Own Death</b> <div>1B</div> </div> <div> Instant </div> <div> Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control and you create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> |

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| <b>Fiendish Panda</b> (2)(W)(B)<br>Creature -- Bear Demon<br>Whenever you gain life, put a +1/+1 counter on this creature.<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fleeting Flight</b> (W)<br>Instant<br>Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Giada, Font of Hope</b> (1)(W)<br>Legendary Creature -- Angel<br>Flying, vigilance<br>Each other Angel you control enters with an additional +1/+1 counter on it for each Angel you already control.<br>{T}: Add {W}. Spend this mana only to cast an Angel spell.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Healer's Hawk</b> (W)<br>Creature -- Bird<br>Flying<br>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                  |
| <b>Infernal Vessel</b> (2)(B)<br>Creature -- Human Cleric<br>When this creature dies, if it wasn't a Demon, return it to the battlefield under its owner's control with two +1/+1 counters on it. It's a Demon in addition to its other types.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                          | <b>Infestation Sage</b> (B)<br>Creature -- Elf Warlock<br>When this creature dies, create a 1/1 black and green Insect creature token with flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                             | <b>Midnight Snack</b> (2)(B)<br>Enchantment<br>Raid -- At the beginning of your end step, if you attacked this turn, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {2}{B}, Sacrifice this enchantment: Target opponent loses X life, where X is the amount of life you gained this turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                   |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Seeker's Folly</div> <div>Sorcery</div> <div>Choose one --<br/>* Target opponent discards two cards.<br/>* Creatures your opponents control get -1/-1 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sire of Seven Deaths</div> <div>Creature -- Eldrazi</div> <div>Reach, first strike<br/>Vigilance, menace<br/>Trample, lifelink<br/>Ward--Pay 7 life.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Soul-Shackled Zombie</div><div><div>3</div><div>B</div></div></div><div><div>Creature -- Zombie</div><div>When this creature enters, exile up to two target cards from a single graveyard. If at least one creature card was exiled this way, each opponent loses 2 life and you gain 2 life.</div><div><div>4/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Stab</div><div>B</div></div><div><div>Instant</div><div>Target creature gets -2/-2 until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                               | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                              | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                         | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                            | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                |
| <div>Tinybones, Bauble Burglar 1B</div> <div>Legendary Creature -- Skeleton Rogue</div> <div>Whenever an opponent discards a card, exile it from their graveyard with a stash counter on it. During your turn, you may play cards you don't own with stash counters on them from exile, and mana of any type can be spent to cast those spells.<br/>{3}{B}, {T}: Each opponent discards a card. Activate only as a sorcery.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Vanguard Seraph 3W</div> <div>Creature -- Angel Warrior</div> <div>Flying<br/>Whenever you gain life for the first time each turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Youthful Valkyrie 1W</div> <div>Creature -- Angel</div> <div>Flying<br/>Whenever another Angel you control enters, put a +1/+1 counter on this creature.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Zombify 3B</div> <div>Sorcery</div> <div>Return target creature card from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |