

Arcane Signet Artifact {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banner of Kinship Artifact As this artifact enters, choose a creature type. This artifact enters with a fellowship counter on it for each creature you control of the chosen type. Creatures you control of the chosen type get +1/+1 for each fellowship counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baron Bertram Graywater Legendary Creature -- Vampire Noble Whenever one or more tokens you control enter, create a 1/1 black Vampire Rogue creature token with lifelink. This ability triggers only once each turn. {1}{B}, Sacrifice another creature or artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bartolomé del Presidio Legendary Creature -- Vampire Knight Sacrifice another creature or artifact: Put a +1/+1 counter on Bartolomé del Presidio. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blade of the Bloodchief Artifact -- Equipment Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blasphemous Edict Sorcery You may pay {B} rather than pay this spell's mana cost if there are thirteen or more creatures on the battlefield. Each player sacrifices thirteen creatures of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Artist Creature -- Vampire Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodletter of Aclazotz Creature -- Vampire Demon Flying If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bloodline Keeper 2 B B Creature -- Vampire Flying {T}: Create a 2/2 black Vampire creature token with flying. {B}: Transform this creature. Activate only if you control five or more Vampires. 3/3 ----- BACK FACE ----- Lord of Lineage Creature -- Vampire Flying Other Vampire creatures you control get +2/+2. {T}: Create a 2/2 black Vampire creature token with flying. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthirsty Conqueror 3 B B Creature -- Vampire Knight Flying, deathtouch Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Charm R W Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Butcher of Malakir 5 B B Creature -- Vampire Warrior Flying Whenever this creature or another creature you control dies, each opponent sacrifices a creature of their choice. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Captivating Vampire 1 B B Creature -- Vampire Other Vampire creatures you control get +1/+1. Tap five untapped Vampires you control: Gain control of target creature. It becomes a Vampire in addition to its other types. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of Dusk 3 B B Creature -- Vampire Knight When this creature enters, you draw X cards and you lose X life, where X is the number of Vampires you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charismatic Conqueror 1 W Creature -- Vampire Soldier Vigilance Whenever an artifact or creature an opponent controls enters untapped, they may tap that permanent. If they don't, you create a 1/1 white Vampire creature token with lifelink. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clavileño, First of the Blessed (1)(W)(B) Legendary Creature -- Vampire Cleric Whenever you attack, target attacking Vampire that isn't a Demon becomes a Demon in addition to its other types. It gains "When this creature dies, draw a card and create a tapped 4/3 white and black Vampire Demon creature token with flying." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cordial Vampire (B)(B) Creature -- Vampire Whenever this creature or another creature dies, put a +1/+1 counter on each Vampire you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crossway Troublemakers (5)(B) Creature -- Vampire Attacking Vampires you control have deathtouch and lifelink. (Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.) Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cruel Celebrant (W)(B) Creature -- Vampire Whenever this creature or another creature or planeswalker you control dies, each opponent loses 1 life and you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damn (B)(B) Sorcery Destroy target creature. A creature destroyed this way can't be regenerated. Overload {2}{W}{W} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual (B) Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demonic Tutor (1)(B) Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Drana, Liberator of Malakir 1BB Legendary Creature -- Vampire Ally Flying, first strike Whenever Drana deals combat damage to a player, put a +1/+1 counter on each attacking creature you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Edgar, Charmed Groom 2WB Legendary Creature -- Vampire Noble Other Vampires you control get +1/+1. When Edgar dies, return it to the battlefield transformed under its owner's control. 4/4 ----- BACK FACE ----- Edgar Markov's Coffin Legendary Artifact At the beginning of your upkeep, create a 1/1 white and black Vampire creature token with lifelink and put a bloodline counter on Edgar Markov's Coffin. Then if there are three or more bloodline counters on it, remove those counters and transform it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Edgar Markov 3RWB Legendary Creature -- Vampire Knight Eminence -- Whenever you cast another Vampire spell, if Edgar is in the command zone or on the battlefield, create a 1/1 black Vampire creature token. First strike, haste Whenever Edgar attacks, put a +1/+1 counter on each Vampire you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegant Parlor Land -- Mountain Plains ({T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elenda, the Dusk Rose 2WB Legendary Creature -- Vampire Knight Lifelink Whenever another creature dies, put a +1/+1 counter on Elenda. When Elenda dies, create X 1/1 white Vampire creature tokens with lifelink, where X is Elenda's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etchings of the Chosen 1WB Enchantment As this enchantment enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {1}, Sacrifice a creature of the chosen type: Target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exquisite Blood 4B Enchantment Whenever an opponent loses life, you gain that much life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat 1B Instant Destroy target nonartifact creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Indulgent Aristocrat (B) Creature -- Vampire Noble Lifelink {2}, Sacrifice a creature: Put a +1/+1 counter on each Vampire you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Lieutenant (W)(B) Creature -- Vampire Knight Other Vampires you control get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Greaves (2) Artifact -- Equipment Equipped creature has haste and shroud. (It can't be the target of spells or abilities.) Equip {0} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Luminous Rebuke (4)(W) Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malakir Bloodwitch (3)(B)(B) Creature -- Vampire Shaman Flying, protection from white When this creature enters, each opponent loses life equal to the number of Vampires you control. You gain life equal to the life lost this way. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	March of the Canonized (X)(W)(W) Enchantment When this enchantment enters, create X 1/1 white Vampire creature tokens with lifelink. At the beginning of your upkeep, if your devotion to white and black is seven or greater, create a 4/3 white and black Vampire Demon creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Master of Dark Rites (B) Creature -- Vampire Cleric {T}, Sacrifice another creature: Add {B}{B}{B}. Spend this mana only to cast Vampire, Cleric, and/or Demon spells. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mavren Fein, Dusk Apostle 2 W Legendary Creature -- Vampire Cleric Whenever one or more nontoken Vampires you control attack, create a 1/1 white Vampire creature token with lifelink. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ($\{T\}$: Add $\{R\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ($\{T\}$: Add $\{R\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ($\{T\}$: Add $\{R\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
New Blood 2 B B Sorcery As an additional cost to cast this spell, tap an untapped Vampire you control. Gain control of target creature. Change the text of that creature by replacing all instances of one creature type with Vampire. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Olivia's Wrath 4 B Sorcery Each non-Vampire creature gets -X/-X until end of turn, where X is the number of Vampires you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Olivia Voldaren 2 B R Legendary Creature -- Vampire Flying $\{1\}\{R\}$: Olivia Voldaren deals 1 damage to another target creature. That creature becomes a Vampire in addition to its other types. Put a +1/+1 counter on Olivia Voldaren. $\{3\}\{B\}\{B\}$: Gain control of target Vampire for as long as you control Olivia Voldaren. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orzhov Basilica Land This land enters tapped. When this land enters, return a land you control to its owner's hand. $\{T\}$: Add $\{W\}\{B\}$. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orzhov Signet 2 Artifact {1}, {T}: Add {W}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pact of the Serpent 1BB Sorcery Choose a creature type. Target player draws X cards and loses X life, where X is the number of creatures they control of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patchwork Banner 3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path of Ancestry Land This land enters tapped. {T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patron of the Vein 4BB Creature -- Vampire Shaman Flying When this creature enters, destroy target creature an opponent controls. Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control. 4/4 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	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rakdos Carnarium Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Righteous Cause Enchantment Whenever a creature attacks, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ruinous Ultimatum Sorcery Destroy all nonland permanents your opponents control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruthless Lawbringer Creature -- Vampire Assassin When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sanctum Seeker Creature -- Vampire Knight Whenever a Vampire you control attacks, each opponent loses 1 life and you gain 1 life. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sanguine Bond Enchantment Whenever you gain life, target opponent loses that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sanguine Syphoner 1 B Creature -- Vampire Warlock Whenever this creature attacks, each opponent loses 1 life and you gain 1 life. 1/3 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	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shattered Sanctum Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Skullclamp 1 Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smoldering Marsh Land -- Swamp Mountain ({T}: Add {B} or {R}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sol Ring 1 Artifact {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sorin, Imperious Bloodlord 2B Legendary Planeswalker -- Sorin [+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it. [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life. [-3]: You may put a Vampire creature card from your hand onto the battlefield. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stromkirk Captain 1BR Creature -- Vampire Soldier First strike Other Vampire creatures you control get +1/+1 and have first strike. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sundown Pass Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tainted Field Land {T}: Add {C}. {T}: Add {W} or {B}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tainted Peak Land {T}: Add {C}. {T}: Add {B} or {R}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Talisman of Hierarchy 2 Artifact {T}: Add {C}. {T}: Add {W} or {B}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Malice 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 {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terramorphic Expanse Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twilight Prophet 2 B B Creature -- Vampire Cleric Flying Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your upkeep, if you have the city's blessing, reveal the top card of your library and put it into your hand. Each opponent loses X life and you gain X life, where X is that card's mana value. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unclaimed Territory Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unholy Annex Enchantment -- Room At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) Ritual Chamber Enchantment -- Room When you unlock this door, create a 6/6 black Demon creature token with flying. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Incubator Artifact As this artifact enters, choose a creature type. Creature spells of the chosen type cost {2} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Nighthawk 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.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vampire Socialite Creature -- Vampire Noble Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, if an opponent lost life this turn, put a +1/+1 counter on each other Vampire you control. As long as an opponent lost life this turn, each other Vampire you control enters with an additional +1/+1 counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault of the Archangel Land {T}: Add {C}. {2}{W}{B}, {T}: Creatures you control gain deathtouch and lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vein Ripper Creature -- Vampire Assassin Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengeful Bloodwitch Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Viscera Seer (B) Creature -- Vampire Wizard Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voldaren Estate Land {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast a Vampire spell. {5}, {T}: Create a Blood token. This ability costs {1} less to activate for each Vampire you control. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Welcoming Vampire (2)(W) Creature -- Vampire Flying Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
--	---	--	--

