

<p>Ajani Resolute (1)(W)</p> <p>Legendary Planeswalker -- Ajani</p> <p>Whenever you gain life, put a loyalty counter on Ajani. [0]: You gain 1 life. [-4]: Create a 2/2 white Cat Soldier creature token named Ajani's Pridemate with "Whenever you gain life, put a +1/+1 counter on this token." [-10]: You get an emblem with "Creatures you control get +2/+2."</p> <p>L 2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Amalia Benavides Aguirre (W)(B)</p> <p>Legendary Creature -- Vampire Scout</p> <p>Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Amalia Benavides Aguirre (W)(B)</p> <p>Legendary Creature -- Vampire Scout</p> <p>Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Amalia Benavides Aguirre (W)(B)</p> <p>Legendary Creature -- Vampire Scout</p> <p>Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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Deep-Cavern Bat (1)(B) 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enlightened Confidant (1)(W) Creature -- Kor Cleric Lifelink At the beginning of your end step, if you gained life this turn, surveil 1. If you put a card with mana value less than or equal to the amount of life you gained this turn into your graveyard this way, put that card into your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enlightened Confidant (1)(W) Creature -- Kor Cleric Lifelink At the beginning of your end step, if you gained life this turn, surveil 1. If you put a card with mana value less than or equal to the amount of life you gained this turn into your graveyard this way, put that card into your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enlightened Confidant (1)(W) Creature -- Kor Cleric Lifelink At the beginning of your end step, if you gained life this turn, surveil 1. If you put a card with mana value less than or equal to the amount of life you gained this turn into your graveyard this way, put that card into your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div>Erode</div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div> <p>([T]: Add [W] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div> <p>([T]: Add [W] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div> <p>([T]: Add [W] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div> <p>([T]: Add [W] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Great Arashin City</div> <div>Land</div> <div> <p>This land enters tapped unless you control a Forest or a Plains. [T]: Add [B]. [1][B], [T], Exile a creature card from your graveyard: Create a 1/1 white Spirit creature token.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Haliya, Guided by Light</div> <div>Legendary Creature -- Human Soldier</div> <div> <p>Whenever Haliya or another creature or artifact you control enters, you gain 1 life. At the beginning of your end step, draw a card if you've gained 3 or more life this turn. Warp [W] (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Haliya, Guided by Light</div> <div>Legendary Creature -- Human Soldier</div> <div> <p>Whenever Haliya or another creature or artifact you control enters, you gain 1 life. At the beginning of your end step, draw a card if you've gained 3 or more life this turn. Warp [W] (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Haliya, Guided by Light (2)(W) Legendary Creature -- Human Soldier Whenever Haliya or another creature or artifact you control enters, you gain 1 life. At the beginning of your end step, draw a card if you've gained 3 or more life this turn. Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haliya, Guided by Light (2)(W) Legendary Creature -- Human Soldier Whenever Haliya or another creature or artifact you control enters, you gain 1 life. At the beginning of your end step, draw a card if you've gained 3 or more life this turn. Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div>Lunar Convocation (W)(B)</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lunar Convocation (W)(B)</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lunar Convocation (W)(B)</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Moseo, Vein's New Dean (2)(B)</div> <div>Legendary Creature -- Bird Skeleton Warlock</div> <div>Flying When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life." Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div> <div>Cathar Commando</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Soldier</div> <div> <p>Flash</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> <p>[sideboard]</p> <div>3/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Cathar Commando</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Soldier</div> <div> <p>Flash</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> <p>[sideboard]</p> <div>3/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Duress</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Duress</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div><p>{T}: Exile target card from a graveyard.</p><p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div><p>{T}: Exile target card from a graveyard.</p><p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lunar Convocation</div><div>W B</div></div><div>Enchantment</div><div><p>At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.</p><p>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.</p><p>{1}{B}, Pay 2 life: Draw a card.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pyrrhic Strike</div><div>2 W</div></div><div>Instant</div><div><p>As an additional cost to cast this spell, you may blight 2. (You may put two -1/-1 counters on a creature you control.)</p><p>Choose one. If this spell's additional cost was paid, choose both instead.</p><p>* Destroy target artifact or enchantment.</p><p>* Destroy target creature with mana value 3 or greater.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Pyrrhic Strike</div><div>2 W</div></div><div>Instant</div><div><p>As an additional cost to cast this spell, you may blight 2. (You may put two -1/-1 counters on a creature you control.)</p><p>Choose one. If this spell's additional cost was paid, choose both instead.</p><p>* Destroy target artifact or enchantment.</p><p>* Destroy target creature with mana value 3 or greater.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Seam Rip</div><div>W</div></div><div>Enchantment</div><div><p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Seam Rip</div><div>W</div></div><div>Enchantment</div><div><p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Starscape Cleric</div><div>1 B</div></div><div>Creature -- Bat Cleric</div><div><p>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.)</p><p>Flying</p><p>This creature can't block.</p><p>Whenever you gain life, each opponent loses 1 life.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/1</div></div></div>

<div> <div>Starscape Cleric</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Bat Cleric</div> <div> <div> 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. </div> <div>[sideboard]</div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Vicious Rivalry</div> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <div> As an additional cost to cast this spell, pay X life. Destroy all artifacts and creatures with mana value X or less. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Voice of Victory</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Bard</div> <div> <div> Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. </div> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	
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