

<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>	<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>Case of the Uneaten Feast (W)</p> <p>Enchantment -- Case</p> <p>Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Case of the Uneaten Feast (W)</p> <p>Enchantment -- Case</p> <p>Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Case of the Uneaten Feast (W)</p> <p>Enchantment -- Case</p> <p>Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Case of the Uneaten Feast (W)</p> <p>Enchantment -- Case</p> <p>Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Enlightened Confidant (1)(W)</div> <div>Creature -- Kor Cleric</div> <div> <div>Lifelink</div> <p>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.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Enlightened Confidant (1)(W)</div> <div>Creature -- Kor Cleric</div> <div> <div>Lifelink</div> <p>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.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Enlightened Confidant (1)(W)</div> <div>Creature -- Kor Cleric</div> <div> <div>Lifelink</div> <p>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.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Enlightened Confidant (1)(W)</div> <div>Creature -- Kor Cleric</div> <div> <div>Lifelink</div> <p>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.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Fountainport</div> <div>Land</div> <div> <p>{T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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	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	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

<div> <div>Liliana the Faultless (W)</div> <div> <div>Legendary Creature -- Human Cleric</div> <div> Whenever another creature or planeswalker you control enters, you gain 1 life. {1}, {T}, Discard a card: Another target creature or planeswalker you control gains hexproof until end of turn. </div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Liliana the Faultless (W)</div> <div> <div>Legendary Creature -- Human Cleric</div> <div> Whenever another creature or planeswalker you control enters, you gain 1 life. {1}, {T}, Discard a card: Another target creature or planeswalker you control gains hexproof until end of turn. </div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Liliana the Faultless (W)</div> <div> <div>Legendary Creature -- Human Cleric</div> <div> Whenever another creature or planeswalker you control enters, you gain 1 life. {1}, {T}, Discard a card: Another target creature or planeswalker you control gains hexproof until end of turn. </div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Lunar Convocation (W B)</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
<div> <div>Lunar Convocation (W B)</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Lunar Convocation (W B)</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Lunar Convocation (W B)</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Moseo, Vein's New Dean (2 B)</div> <div> <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> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>

<div><div><div>Moseo, Vein's New Dean 2B</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 PLAYbotbox.dev</div></div></div>	<div><div><div>Moseo, Vein's New Dean 2B</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 PLAYbotbox.dev</div></div></div>	<div><div><div>Moseo, Vein's New Dean 2B</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 PLAYbotbox.dev</div></div></div>	<div><div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Starscape Cleric</div> <div>Creature -- Bat Cleric</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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Starscape Cleric</div> <div>Creature -- Bat Cleric</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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Starting Town</div> <div>Land -- Town</div> <div> This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Starting Town</div> <div>Land -- Town</div> <div> This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Zora, Spider Fancier</div><div>(card data unavailable)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Zora, Spider Fancier</div><div>(card data unavailable)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Cathar Commando</div><div>1W</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><div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Duress</div><div>B</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Duress</div><div>B</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Duress</div><div>B</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> Pyrrhic Strike 2W </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> <ul style="list-style-type: none"> * Destroy target artifact or enchantment. * Destroy target creature with mana value 3 or greater. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pyrrhic Strike 2W </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> <ul style="list-style-type: none"> * Destroy target artifact or enchantment. * Destroy target creature with mana value 3 or greater. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Seam Rip W </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> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Seam Rip W </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> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Shattered Acolyte 1W </div> <div> Creature -- Dwarf Warlock </div> <div> <p>Lifelink</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> </div> <div> [sideboard] </div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sheltered by Ghosts 1W </div> <div> Enchantment -- Aura </div> <div> <p>Enchant creature you control</p> <p>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</p> <p>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sheltered by Ghosts 1W </div> <div> Enchantment -- Aura </div> <div> <p>Enchant creature you control</p> <p>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</p> <p>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Space-Time Anomaly 2WU </div> <div> Sorcery </div> <div> <p>Target player mills cards equal to your life total.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div><div>Strategic Betrayal</div><div>①B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Terminal Criticism</div><div>①B</div></div><div>Instant</div><div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vicious Rivalry</div><div>②BG</div></div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	