

Ajani Resolute (1)(W) Legendary Planeswalker -- Ajani 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." <div>L 2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani Resolute (1)(W) Legendary Planeswalker -- Ajani 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." <div>L 2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani Resolute (1)(W) Legendary Planeswalker -- Ajani 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." <div>L 2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amalia Benavides Aguirre (W)(B) Legendary Creature -- Vampire Scout 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.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div> <div>Aunt May</div> <div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Citizen</div> </div> <div> Whenever another creature you control enters, you gain 1 life. If it's a Spider, put a +1/+1 counter on it. </div> <div> <div>0/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Bleachbone Verge</div> </div> <div> <div>Land</div> <div> {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Bleachbone Verge</div> </div> <div> <div>Land</div> <div> {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Bleachbone Verge</div> </div> <div> <div>Land</div> <div> {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Case of the Uneaten Feast</div> <div> <div>W</div> </div> </div> <div> <div> <div>Enchantment -- Case</div> </div> <div> 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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Case of the Uneaten Feast</div> <div> <div>W</div> </div> </div> <div> <div> <div>Enchantment -- Case</div> </div> <div> 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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Case of the Uneaten Feast</div> <div> <div>W</div> </div> </div> <div> <div> <div>Enchantment -- Case</div> </div> <div> 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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Case of the Uneaten Feast</div> <div> <div>W</div> </div> </div> <div> <div> <div>Enchantment -- Case</div> </div> <div> 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. </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>Dalkovan Encampment</div> <div>Land</div> <div> <p>This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {W}. {2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Deep-Cavern Bat</div> <div> <div>1</div> <div>B</div> </div> <div>Creature -- Bat</div> <div> <p>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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Deep-Cavern Bat</div> <div> <div>1</div> <div>B</div> </div> <div>Creature -- Bat</div> <div> <p>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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Enlightened Confidant</div> <div> <div>1</div> <div>W</div> </div> <div>Creature -- Kor Cleric</div> <div> <p>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.</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</div> <div> <div>1</div> <div>W</div> </div> <div>Creature -- Kor Cleric</div> <div> <p>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.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Enlightened Confidant ①②W Creature -- Kor Cleric <hr/> 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. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Erode ①W Instant <hr/> Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Erode ①W Instant <hr/> Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Erode ①W Instant <hr/> Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Godless Shrine Land -- Plains Swamp <hr/> ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Godless Shrine Land -- Plains Swamp <hr/> ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Godless Shrine Land -- Plains Swamp <hr/> ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Godless Shrine Land -- Plains Swamp <hr/> ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <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	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	Liliana the Faultless (W) Legendary Creature -- Human Cleric 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>1/1</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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> <div>Moseo, Vein's New Dean (2)(B)</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>2/1</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Moseo, Vein's New Dean (2)(B)</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>2/1</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Moseo, Vein's New Dean (2)(B)</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>2/1</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Multiversal Passage</div> <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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>	<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 PLAYbotbox.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>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>Swamp</div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Clarion Conqueror (2)(W)</div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</p> <p>[sideboard]</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Curious Farm Animals (W)</div> <div>Creature -- Boar Elk Bird Ox</div> <div> <p>When this creature dies, you gain 3 life.</p> <p>{2}, Sacrifice this creature: Destroy up to one target artifact or enchantment.</p> <p>[sideboard]</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Curious Farm Animals (W)</div> <div>Creature -- Boar Elk Bird Ox</div> <div> <p>When this creature dies, you gain 3 life.</p> <p>{2}, Sacrifice this creature: Destroy up to one target artifact or enchantment.</p> <p>[sideboard]</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Elspeth, Storm Slayer (3)(W)(W)</div> <div>Legendary Planeswalker -- Elspeth</div> <div> <p>If one or more tokens would be created under your control, twice that many of those tokens are created instead.</p> <p>[+1]: Create a 1/1 white Soldier creature token.</p> <p>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.</p> <p>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.</p> <p>[sideboard]</p> </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>Erode</div> <div>W</div> </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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lunar Convocation</div> <div>WB</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. 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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pyrrhic Strike</div> <div>2W</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.) 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. <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Requisition Raid</div> <div>W</div> </div> <div>Sorcery</div> <div> <p>Spree (Choose one or more additional costs.)</p> <ul style="list-style-type: none"> + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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>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>Starscape Cleric</div> <div>1B</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. Whenever you gain life, each opponent loses 1 life.</p> <p>[sideboard]</p> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Starscape Cleric</div> <div>1B</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. Whenever you gain life, each opponent loses 1 life.</p> <p>[sideboard]</p> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>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>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>	
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