

<div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Bloodghast</div><div><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div><div>This creature can't block.</div><div>This creature has haste as long as an opponent has 10 or less life.</div><div>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Bloodghast</div><div><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div><div>This creature can't block.</div><div>This creature has haste as long as an opponent has 10 or less life.</div><div>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Bloodghast</div><div><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div><div>This creature can't block.</div><div>This creature has haste as long as an opponent has 10 or less life.</div><div>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Bloodghast</div><div><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div><div>This creature can't block.</div><div>This creature has haste as long as an opponent has 10 or less life.</div><div>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

<div><div><div>Carnage, Crimson Chaos (2)(B)(R)</div><div>Legendary Creature -- Symbiote Villain</div></div><div><div>Trample</div><div>When Carnage enters, return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "This creature attacks each combat if able" and "When this creature deals combat damage to a player, sacrifice it." Mayhem {B}{R}</div></div><div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Carnage, Crimson Chaos (2)(B)(R)</div><div>Legendary Creature -- Symbiote Villain</div></div><div><div>Trample</div><div>When Carnage enters, return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "This creature attacks each combat if able" and "When this creature deals combat damage to a player, sacrifice it." Mayhem {B}{R}</div></div><div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Casey Jones, Vigilante (1)(R)(R)</div><div>Legendary Creature -- Human Berserker</div></div><div><div>When Casey Jones enters, draw three cards. At the beginning of your next upkeep, discard three cards at random.</div></div><div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Concealed Courtyard</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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<div><div>Godless Shrine</div></div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Godless Shrine</div></div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Godless Shrine</div></div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hardened Academic</div><div><div>R</div><div>W</div></div></div> <div>Creature -- Bird Cleric</div> <div>Flying, haste Discard a card: This creature gains lifelink until end of turn. Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Hardened Academic (R)(W) Creature -- Bird Cleric Flying, haste Discard a card: This creature gains lifelink until end of turn. Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardened Academic (R)(W) Creature -- Bird Cleric Flying, haste Discard a card: This creature gains lifelink until end of turn. Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardened Academic (R)(W) Creature -- Bird Cleric Flying, haste Discard a card: This creature gains lifelink until end of turn. Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun (1)(R) Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iron-Shield Elf (1)(B) Creature -- Elf Warrior Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.) <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iron-Shield Elf (1)(B) Creature -- Elf Warrior Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.) <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<p>Iron-Shield Elf (1)(B)</p> <p>Creature -- Elf Warrior</p> <p>Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Iron-Shield Elf (1)(B)</p> <p>Creature -- Elf Warrior</p> <p>Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Marauding Mako (R)</p> <p>Creature -- Shark Pirate</p> <p>Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Marauding Mako (R)</p> <p>Creature -- Shark Pirate</p> <p>Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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Practiced Offense (2)(W) <hr/> Sorcery <hr/> Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn. Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Practiced Offense (2)(W) <hr/> Sorcery <hr/> Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn. Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Practiced Offense (2)(W) <hr/> Sorcery <hr/> Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn. Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Practiced Offense (2)(W) <hr/> Sorcery <hr/> Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn. Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Requiting Hex</div><div>B</div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Requiting Hex</div><div>B</div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<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>Monument to Endurance</div><div>3</div></div><div>Artifact</div><div><p>Whenever you discard a card, choose one that hasn't been chosen this turn --</p><ul style="list-style-type: none">* Draw a card.* Create a Treasure token.* Each opponent loses 3 life.<p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Monument to Endurance</div><div>3</div></div><div>Artifact</div><div><p>Whenever you discard a card, choose one that hasn't been chosen this turn --</p><ul style="list-style-type: none">* Draw a card.* Create a Treasure token.* Each opponent loses 3 life.<p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sheltered by Ghosts</div><div>1W</div></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><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Shoot the Sheriff</div><div>1B</div></div><div>Instant</div><div><p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Slagstorm</div><div>1RR</div></div><div>Sorcery</div><div><p>Choose one --</p><ul style="list-style-type: none">* Slagstorm deals 3 damage to each creature.* Slagstorm deals 3 damage to each player.<p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Strategic Betrayal</div><div>1B</div></div><div>Sorcery</div><div><p>Target opponent exiles a creature they control and their graveyard.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Strategic Betrayal</div><div>1B</div></div><div>Sorcery</div><div><p>Target opponent exiles a creature they control and their graveyard.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> Strategic Betrayal 1B </div> <hr/> <div>Sorcery</div> <hr/> <div> <p>Target opponent exiles a creature they control and their graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Voice of Victory 1W </div> <hr/> <div>Creature -- Human Bard</div> <hr/> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Voice of Victory 1W </div> <hr/> <div>Creature -- Human Bard</div> <hr/> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	