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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bleachbone Verge

Land

{T}: Add {B}.
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blech, Loafing Pest (1)(B)(G)

Legendary Creature -- Pest

Whenever you gain life, put a +1/+1 counter on each Pest, Bat, Insect, Snake, and Spider you control.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jacobls - Standard v3 Group 0F6286 (Leonardo, Cutting Edge, Essence Chann sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Uneaten Feast {W}

Enchantment -- Case

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkstar Augur {2}{B}

Creature -- Bat Warlock

Offspring {B} (You may pay an additional {B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
Flying
At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Channeler {1}{W}

Creature -- Bat Cleric

As long as you've lost life this turn, this creature has flying and vigilance.
Whenever you gain life, put a +1/+1 counter on this creature.
When this creature dies, put its counters on target creature you control.

2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haliya, Guided by Light 2W

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.)

3/3

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonardo, Cutting Edge 1W

Legendary Creature -- Mutant Ninja Turtle

Sneak {W} (You may cast this spell for {W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Lifelink
Whenever you gain life, put a +1/+1 counter on Leonardo.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Momo, Friendly Flier W

Legendary Creature -- Lemur Bat Ally

Flying
The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast.
Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.

1/1

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Playtest cards - Jacobls - Standard v3 Group 0F6286 (Leonardo, Cutting Edge, Essence Chann sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moseo, Vein's New Dean (2)(B)

Legendary Creature -- Bird Skeleton Warlock

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.

2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

({T}: Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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({T}: Add {B} or {G}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jacobls - Standard v3 Group 0F6286 (Leonardo, Cutting Edge, Essence Chann sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Requiting Hex {B}

Instant

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Zoraline, Cosmos Caller {1}{W}{B}

Legendary Creature -- Bat Cleric

Flying, vigilance
Whenever a Bat you control attacks, you gain 1 life.
Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Uneaten Feast {W}

Enchantment -- Case

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.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jacobls - Standard v3 Group 0F6286 (Leonardo, Cutting Edge, Essence Chann sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emptiness {4}{W/B}{W/B}

Creature -- Elemental Incarnation

When this creature enters, if {W}{W} was spent to cast it, return target creature card with mana value 3 or less from your graveyard to the battlefield.
When this creature enters, if {B}{B} was spent to cast it, put three -1/-1 counters on up to one target creature.
Evoke {W/B}{W/B}

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Evoke {W/B}{W/B}

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Joust Through {W}

Instant

Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Joust Through {W}

Instant

Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Qarsi Revenant {1}{B}{B}

Creature -- Vampire

Flying, deathtouch, lifelink
Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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Scavenging Ooze {1}{G}

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory {1}{W}

Creature -- Human Bard

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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Bard

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.)
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[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jacobls - Standard v3 Group 0F6286 (Leonardo, Cutting Edge, Essence Chann sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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