Bartolomé del Presidio ⓦⓑ

Legendary Creature -- Vampire Knight

Sacrifice another creature or artifact: Put a +1/+1 counter on Bartolomé del Presidio.

2/1

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

Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {B}.

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Playtest cards - arturetges - Standard v3 Group AA9205 (Umbral Collar Zealot, The Sackvill sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corrupted Conviction Ⓑ

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Precision Ⓑ

Sorcery

As an additional cost to cast this spell, pay {4} or sacrifice an artifact or creature.
Destroy target creature.

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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.

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Greedy Freebooter (B)

Creature -- Human Pirate

When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infestation Sage (B)

Creature -- Elf Warlock

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lake-town Lookout {W}

Creature -- Human Scout

When this creature dies, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

1/1

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When this creature dies, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

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Obsessive Pursuit {1}{B}

Enchantment

When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phoenix Fleet Airship {2}{B}{B}

Artifact -- Vehicle

Flying
At the beginning of your end step, if you sacrificed a permanent this turn, create a token that's a copy of this Vehicle.
As long as you control eight or more permanents named Phoenix Fleet Airship, this Vehicle is an artifact creature.
Crew 1

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raise the Past {2}{W}{W}

Sorcery

Return all creature cards with mana value 2 or less from your graveyard to the battlefield.

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Return all creature cards with mana value 2 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snarling Gorehound {B}

Creature -- Dog

Menace
Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splitskin Doll {1}{W}

Artifact Creature -- Toy

When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.

2/1

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Swamp

Basic Land -- Swamp

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Basic Land -- Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Syr Vondam, Sunstar Exemplar (W)(B)

Legendary Creature -- Human Knight

Vigilance, menace
Whenever another creature you control dies or is put into exile, put a +1/+1 counter on Syr Vondam and you gain 1 life.
When Syr Vondam dies or is put into exile while its power is 4 or greater, destroy up to one target nonland permanent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Sackville-Bagginses (1)(B)

Legendary Creature -- Halfling Citizen

When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token.
Whenever you sacrifice a token, target opponent loses 1 life.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timeline Culler (B)(B)

Creature -- Drix Warlock

Haste
You may cast this card from your graveyard using its warp ability.
Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Umbral Collar Zealot (1)(B)

Creature -- Human Cleric

Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/2

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vengeful Bloodwitch {1}{B}

Creature -- Vampire Warlock

Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar Commando {1}{W}

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar Commando {1}{W}

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

3/1

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]

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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

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phoenix Fleet Airship {2}{B}{B}

Artifact -- Vehicle

Flying
At the beginning of your end step, if you sacrificed a permanent this turn, create a token that's a copy of this Vehicle.
As long as you control eight or more permanents named Phoenix Fleet Airship, this Vehicle is an artifact creature.
Crew 1

[sideboard]

4/4

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[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sothera, the Supervoid {2}{B}{B}

Legendary Enchantment

Whenever a creature you control dies, each opponent chooses a creature they control and exiles it. At the beginning of your end step, if a player controls no creatures, sacrifice Sothera, then put a creature card exiled with it onto the battlefield under your control with two additional +1/+1 counters on it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal {1}{B}

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal {1}{B}

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Target opponent exiles a creature they control and their graveyard.

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Tragic Trajectory (B)

Sorcery

Target creature gets -2/-2 until end of turn.
Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.

[sideboard]

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