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

Aunt May (W)

Legendary Creature -- Human Citizen

Whenever another creature you control enters, you gain 1 life. If it's a Spider, put a +1/+1 counter on it.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aunt May (W)

Legendary Creature -- Human Citizen

Whenever another creature you control enters, you gain 1 life. If it's a Spider, put a +1/+1 counter on it.

0/2

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dalkovan Encampment

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat 1B

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

Enlightened Confidant 1W

Creature -- Kor Cleric

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.

2/1

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2/1

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.

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Arashin City

Land

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.

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.)

3/3

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hinterland Sanctifier W

Creature -- Rabbit Cleric

Whenever another creature you control enters, you gain 1 life.

1/2

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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.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lunar Convocation {W}{B}

Enchantment

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.

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{1}{B}, Pay 2 life: Draw a card.

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

Multiversal Passage

Land

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.

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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

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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starscape Cleric (1)(B)

Creature -- Bat Cleric

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.

2/1

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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

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
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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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curious Farm Animals (W)

Creature -- Boar Elk Bird Ox

When this creature dies, you gain 3 life.
{2}, Sacrifice this creature: Destroy up to one target artifact or enchantment.

[sideboard]

1/1

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{2}, Sacrifice this creature: Destroy up to one target artifact or enchantment.

[sideboard]

1/1

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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Elspeth, Storm Slayer {3}{W}{W}

Legendary Planeswalker -- Elspeth

If one or more tokens would be created under your control, twice that many of those tokens are created instead.
[+1]: Create a 1/1 white Soldier creature token.
[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.
[-3]: Destroy target creature an opponent controls with mana value 3 or greater.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum {1}

Artifact

{T}: Exile target card from a graveyard.
{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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lunar Convocation {W}{B}

Enchantment

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyrrhic Strike {2}{W}

Instant

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.
* Destroy target artifact or enchantment.
* Destroy target creature with mana value 3 or greater.

[sideboard]

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* Destroy target artifact or enchantment.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requisition Raid {W}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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Starscape Cleric 1B

Creature -- Bat Cleric

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.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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