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

Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brightclimb Pathway

Card

- - - OTHER FACE - - -

Brightclimb Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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- - - OTHER FACE - - -

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Brightclimb Pathway

Card

- - - OTHER FACE - - -

Brightclimb Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - Javipv - Pioneer (Pioneer League) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

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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{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dusk Legion Zealot {1}{B}

Creature -- Vampire Soldier

When this creature enters, you draw a card and you lose 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Edgar, Charmed Groom

Card

- - - OTHER FACE - - -

Edgar, Charmed Groom

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push {B}

Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy target creature if it has mana value 2 or less.
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Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forerunner of the Legion {2}{W}

Creature -- Vampire Knight

When this creature enters, you may search your library for a Vampire card, reveal it, then shuffle and put that card on top.
Whenever another Vampire you control enters, target creature gets +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hive of the Eye Tyrant

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {B}.
{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invasion of Gobakhan {1}{W}

Battle -- Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

D 3

- - - BACK FACE - - -

Lightshield Array

Enchantment

At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.
Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
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Legion Lieutenant (W)(B)

Creature -- Vampire Knight

Other Vampires you control get +1/+1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legion Lieutenant (W)(B)

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preacher of the Schism (2)(B)

Creature -- Vampire Cleric

Deathtouch
Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.
Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.

2/4

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Sanctum

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred, the Apocalypse {2}{B}{B}

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorin, Imperious Bloodlord {2}{B}

Legendary Planeswalker -- Sorin

[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it.
[+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.
[-3]: You may put a Vampire creature card from your hand onto the battlefield.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Javipv - Pioneer (Pioneer League) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanishing Verse {W}{B}

Instant

Exile target monocolored permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanishing Verse {W}{B}

Instant

Exile target monocolored permanent.

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Vein Ripper {3}{B}{B}{B}

Creature -- Vampire Assassin

Flying
Ward--Sacrifice a creature.
Whenever a creature dies, target opponent loses 2 life and you gain 2 life.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Vampire Assassin

Flying
Ward--Sacrifice a creature.
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6/5

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Creature -- Vampire Assassin

Flying
Ward--Sacrifice a creature.
Whenever a creature dies, target opponent loses 2 life and you gain 2 life.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashiok, Dream Render {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Baron of Vizkopa {3}{W}{B}

Creature -- Vampire

Lifelink, protection from white and from black
As long as you have 30 or more life and an opponent has 10 or less life, this creature gets +6/+6 and has flying.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere {2}

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere {2}

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Javipv - Pioneer (Pioneer League) 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

Edgar, Charmed Groom

Card

[sideboard]

- - - OTHER FACE - - -

Edgar, Charmed Groom

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kalitas, Traitor of Ghet {2}{B}{B}

Legendary Creature -- Vampire Warrior

Lifelink
If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.
{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana of the Veil {1}{B}{B}

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckoner Bankbuster {2}

Artifact -- Vehicle

This Vehicle enters with three charge counters on it.
{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."
Crew 3

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact -- Vehicle

This Vehicle enters with three charge counters on it.
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Crew 3

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

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[sideboard]

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Sheoldred's Edict (1)(B)

Instant

Choose one --
* Each opponent sacrifices a nontoken creature of their choice.
* Each opponent sacrifices a creature token of their choice.
* Each opponent sacrifices a planeswalker of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wedding Announcement (2)(W)

Enchantment

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

[sideboard]

- - - BACK FACE - - -

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wedding Announcement (2)(W)

Enchantment

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[sideboard]

- - - BACK FACE - - -

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