Anje, Maid of Dishonor 2BR

Legendary Creature -- Vampire

Whenever Anje and/or one or more other Vampires you control enter, create a Blood token. This ability triggers only once each turn. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")
{2}, Sacrifice another creature or a Blood token: Each opponent loses 2 life and you gain 2 life.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bedevil BBR

Instant

Destroy target artifact, creature, or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy target artifact, creature, or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Spatter Analysis BR

Enchantment

When this enchantment enters, it deals 3 damage to target creature an opponent controls.
Whenever one or more creatures die, mill a card and put a bloodstain counter on this enchantment. Then sacrifice it if it has five or more bloodstain counters on it. When you do, return target creature card from your graveyard to your hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cordial Vampire BB

Creature -- Vampire

Whenever this creature or another creature dies, put a +1/+1 counter on each Vampire you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Unknown format (MO ???99???#1 (?112????CS) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Cordial Vampire {B}{B}

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadbore {B}{R}

Sorcery

Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadbore {B}{R}

Sorcery

Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dusk Legion Sergeant {1}{B}

Creature -- Vampire Soldier

Menace
{1}{B}, Sacrifice this creature: Each nontoken Vampire creature you control gains persist until end of turn. (When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dusk Legion Sergeant {1}{B}

Creature -- Vampire Soldier

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{1}{B}, Sacrifice this creature: Each nontoken Vampire creature you control gains persist until end of turn. (When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Falkenrath Gorger {R}

Creature -- Vampire Berserker

Each Vampire creature card you own that isn't on the battlefield has madness. The madness cost is equal to its mana cost. (If you discard a card with madness, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Falkenrath Gorger (R)

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Florian, Voldaren Scion (1)(B)(R)

Legendary Creature -- Vampire Noble

First strike
At the beginning of each of your postcombat main phases, look at the top X cards of your library, where X is the total amount of life your opponents lost this turn. Exile one of those cards and put the rest on the bottom of your library in a random order. You may play the exiled card this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Vampire Noble

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foreboding Ruins

Land

As this land enters, you may reveal a Swamp or Mountain card from your hand. If you don't, this land enters tapped.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Unknown format (MO ???99???#1 (?112????CS) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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As this land enters, you may reveal a Swamp or Mountain card from your hand. If you don't, this land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hall of Tagsin

Land

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{4}, {T}: Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High-Society Hunter {3}{B}{B}

Creature -- Vampire Noble

Flying
Whenever this creature attacks, you may sacrifice another creature. If you do, put a +1/+1 counter on this creature.
Whenever another nontoken creature dies, draw a card.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High-Society Hunter {3}{B}{B}

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Whenever another nontoken creature dies, draw a card.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rampage of the Clans {3}{G}

Instant

Destroy all artifacts and enchantments. For each permanent destroyed this way, its controller creates a 3/3 green Centaur creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Unknown format (MO ???99???#1 (?112????CS) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scion of Opulence {2}{R}

Creature -- Vampire Noble

Whenever this creature or another nontoken Vampire you control dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") {R}, Sacrifice two artifacts: Exile the top card of your library. You may play that card this turn.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowblood Ridge

Land

{1}, {T}: Add {B}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Unknown format (MO ???99???#1 (?112????CS) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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{1}, {T}: Add {B}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered Thicket

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered Thicket

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tarrian's Journal ①Ⓑ

Legendary Artifact -- Book

{T}, Sacrifice another artifact or creature: Draw a card. Activate only as a sorcery.
{2}, {T}, Discard your hand: Transform Tarrian's Journal.

- - - BACK FACE - - -

The Tomb of Aclazotz

Legendary Land -- Cave

(Transforms from Tarrian's Journal.)
{T}: Add {B}.
{T}: You may cast a creature spell from your graveyard this turn. If you do, it enters with a finality counter on it and is a Vampire in addition to its other types. (If a creature with a finality counter on it would die, exile it instead.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Temple of Malady

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valentin, Dean of the Vein Ⓑ

Legendary Creature -- Vampire Warlock

Menace, lifelink
If a nontoken creature an opponent controls would die, exile it instead. When you do, you may pay {2}. If you do, create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."

1/1

- - - BACK FACE - - -

Lisette, Dean of the Root ②ⒼⒼ

Legendary Creature -- Human Druid

Whenever you gain life, you may pay {1}. If you do, put a +1/+1 counter on each creature you control and those creatures gain trample until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voldaren Bloodcaster ①Ⓑ

Creature -- Vampire Wizard

Flying
Whenever this creature or another nontoken creature you control dies, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")
Whenever you create a Blood token, if you control five or more Blood tokens, transform this creature.

2/1

- - - BACK FACE - - -

Bloodbat Summoner

Creature -- Vampire Wizard

Flying
At the beginning of combat on your turn, up to one target Blood token you control becomes a 2/2 black Bat creature with flying and haste in addition to its other types.

3/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Unknown format (MO ???99???#1 (?112????CS) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Voldaren Estate

Land

{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast a Vampire spell.
{5}, {T}: Create a Blood token. This ability costs {1} less to activate for each Vampire you control. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erebos's Intervention (X)(B)

Instant

Choose one --
* Target creature gets -X/-X until end of turn. You gain X life.
* Exile up to twice X target cards from graveyards.

[sideboard]

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[sideboard]

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Playtest cards - JMJM - Unknown format (MO ???99???#1 (?112????CS) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Loot Dispute {3}{R}

Enchantment

When this enchantment enters, you take the initiative and create a Treasure token.
Whenever you attack the player who has the initiative, create a Treasure token.
Loud Ruckus -- Whenever you complete a dungeon, create a 5/5 red Dragon creature token with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos's Return {X}{B}{R}

Sorcery

Rakdos's Return deals X damage to target opponent or planeswalker. That player or that planeswalker's controller discards X cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slaughter Games {2}{B}{R}

Sorcery

This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Unknown format (MO ???99???#1 (?112????CS) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yahenni's Expertise {2}{B}{B}

Sorcery

All creatures get -3/-3 until end of turn.
You may cast a spell with mana value 3 or less from your hand without paying its mana cost.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yahenni's Expertise {2}{B}{B}

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