

Agonizing Remorse 1B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blade of the Bloodchief 1 Artifact -- Equipment Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blade of the Bloodchief 1 Artifact -- Equipment Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Burglar 1B Creature -- Vampire Rogue During your turn, this creature has lifelink.(Damage dealt by this creature also causes you to gain that much life.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blood Burglar 1B Creature -- Vampire Rogue During your turn, this creature has lifelink.(Damage dealt by this creature also causes you to gain that much life.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodline Keeper 2BB Creature -- Vampire Flying {T}: Create a 2/2 black Vampire creature token with flying. {B}: Transform this creature. Activate only if you control five or more Vampires. 3/3 ----- BACK FACE ----- Lord of Lineage Creature -- Vampire Flying Other Vampire creatures you control get +2/+2. {T}: Create a 2/2 black Vampire creature token with flying. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodthirsty Aerialist 1BB Creature -- Vampire Rogue Flying Whenever you gain life, put a +1/+1 counter on this creature. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodthirsty Aerialist 1BB Creature -- Vampire Rogue Flying Whenever you gain life, put a +1/+1 counter on this creature. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Doom Blade 1B Instant Destroy target nonblack creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doom Blade 1B Instant Destroy target nonblack creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Go for the Throat 1B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kaya's Ghostform B Enchantment -- Aura Enchant creature or planeswalker you control When enchanted permanent dies or is put into exile, return that card to the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malakir Cullblade 1 B Creature -- Vampire Warrior Whenever a creature an opponent controls dies, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marauding Blight-Priest 2 B Creature -- Vampire Cleric Whenever you gain life, each opponent loses 1 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marauding Blight-Priest 2 B Creature -- Vampire Cleric Whenever you gain life, each opponent loses 1 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Moment of Craving 1 B Instant Target creature gets -2/-2 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run 1 B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nullpriest of Oblivion 1 B Creature -- Vampire Cleric Kicker {3}{B} (You may pay an additional {3}{B} as you cast this spell.) Lifelink Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quag Sickness 2 B Enchantment -- Aura Enchant creature Enchanted creature gets -1/-1 for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Diniva - Modern (Vestland Mesterskapet i Modern - Høst 2024)

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.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Quag Sickness 2B Enchantment -- Aura Enchant creature Enchanted creature gets -1/-1 for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorin, Imperious Bloodlord 2B 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. 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
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Unexpected Fangs Instant Put a +1/+1 counter and a lifelink counter on target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unexpected Fangs Instant Put a +1/+1 counter and a lifelink counter on target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unstoppable Slasher Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unstoppable Slasher Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Vampire Nighthawk (1)(B)(B) Creature -- Vampire Shaman Flying Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voracious Vampire (2)(B) Creature -- Vampire Knight Menace When this creature enters, target Vampire you control gets +1/+1 and gains menace until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voracious Vampire (2)(B) Creature -- Vampire Knight Menace When this creature enters, target Vampire you control gets +1/+1 and gains menace until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yahenni, Undying Partisan (2)(B) Legendary Creature -- Aetherborn Vampire Haste Whenever a creature an opponent controls dies, put a +1/+1 counter on Yahenni. Sacrifice another creature: Yahenni gains indestructible until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Driver of the Dead (3)(B) Creature -- Vampire When this creature dies, return target creature card with mana value 2 or less from your graveyard to the battlefield. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Driver of the Dead (3)(B) Creature -- Vampire When this creature dies, return target creature card with mana value 2 or less from your graveyard to the battlefield. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion's End (1)(B) Sorcery Exile target creature an opponent controls with mana value 2 or less and all other creatures that player controls with the same name as that creature. Then that player reveals their hand and exiles all cards with that name from their hand and graveyard. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murder (1)(B)(B) Instant Destroy target creature. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murder 1BB Instant Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nezumi Shortfang 1B Creature -- Rat Rogue {1}{B}, {T}: Target opponent discards a card. Then if that player has no cards in hand, flip this creature. [sideboard] 1/1 --- FLIPPED --- Stabwhisker the Odious Legendary Creature -- Rat Shaman At the beginning of each opponent's upkeep, that player loses 1 life for each card fewer than three in their hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivion's Hunger 1B Instant Target creature you control gains indestructible until end of turn. Draw a card if that creature has a +1/+1 counter on it. (Damage and effects that say "destroy" don't destroy the creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivion's Hunger 1B Instant Target creature you control gains indestructible until end of turn. Draw a card if that creature has a +1/+1 counter on it. (Damage and effects that say "destroy" don't destroy the creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Recover 2B Sorcery Return target creature card from your graveyard to your hand. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recover 2B Sorcery Return target creature card from your graveyard to your hand. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorin's Thirst BB Instant Sorin's Thirst deals 2 damage to target creature and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorin's Thirst BB Instant Sorin's Thirst deals 2 damage to target creature and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surgical Extraction BP Instant {B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vengeful Reaper 3B Creature -- Angel Cleric Flying, deathtouch, haste Foretell {1}{B} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weigh Down B Sorcery As an additional cost to cast this spell, exile a creature card from your graveyard. Target creature gets -3/-3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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