

Captivating Vampire 1B3 Creature -- Vampire Other Vampire creatures you control get +1/+1. Tap five untapped Vampires you control: Gain control of target creature. It becomes a Vampire in addition to its other types. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captivating Vampire 1B3 Creature -- Vampire Other Vampire creatures you control get +1/+1. Tap five untapped Vampires you control: Gain control of target creature. It becomes a Vampire in addition to its other types. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captivating Vampire 1B3 Creature -- Vampire Other Vampire creatures you control get +1/+1. Tap five untapped Vampires you control: Gain control of target creature. It becomes a Vampire in addition to its other types. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captivating Vampire 1B3 Creature -- Vampire Other Vampire creatures you control get +1/+1. Tap five untapped Vampires you control: Gain control of target creature. It becomes a Vampire in addition to its other types. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dark Depths Legendary Snow Land Dark Depths enters with ten ice counters on it. {3}: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Depths Legendary Snow Land Dark Depths enters with ten ice counters on it. {3}: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Depths Legendary Snow Land Dark Depths enters with ten ice counters on it. {3}: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Depths Legendary Snow Land Dark Depths enters with ten ice counters on it. {3}: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Ritual B Instant Add {B}{B}{B}. 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	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	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	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

Gatekeeper of Malakir B B Creature -- Vampire Warrior Kicker {B} (You may pay an additional {B} as you cast this spell.) When this creature enters, if it was kicked, target player sacrifices a creature of their choice. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gatekeeper of Malakir B B Creature -- Vampire Warrior Kicker {B} (You may pay an additional {B} as you cast this spell.) When this creature enters, if it was kicked, target player sacrifices a creature of their choice. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gatekeeper of Malakir B B Creature -- Vampire Warrior Kicker {B} (You may pay an additional {B} as you cast this spell.) When this creature enters, if it was kicked, target player sacrifices a creature of their choice. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gatekeeper of Malakir B B Creature -- Vampire Warrior Kicker {B} (You may pay an additional {B} as you cast this spell.) When this creature enters, if it was kicked, target player sacrifices a creature of their choice. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Nighthawk Scavenger 1BB Creature -- Vampire Rogue Flying, deathtouch, lifelink Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards. 1+*/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nighthawk Scavenger 1BB Creature -- Vampire Rogue Flying, deathtouch, lifelink Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards. 1+*/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nighthawk Scavenger 1BB Creature -- Vampire Rogue Flying, deathtouch, lifelink Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards. 1+*/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nighthawk Scavenger 1BB Creature -- Vampire Rogue Flying, deathtouch, lifelink Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards. 1+*/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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B

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

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Legendary Land

Each land is a Swamp in addition to its other land types.

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BB

Creature -- Vampire Shaman

First strike
Sacrifice this creature: Remove all
counters from target permanent.

2/1

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Vampire Hexmage (B)(B) Creature -- Vampire Shaman First strike Sacrifice this creature: Remove all counters from target permanent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Hexmage (B)(B) Creature -- Vampire Shaman First strike Sacrifice this creature: Remove all counters from target permanent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Nocturnus (1)(B)(B)(B) Creature -- Vampire Play with the top card of your library revealed. As long as the top card of your library is black, this creature and other Vampire creatures you control get +2/+1 and have flying. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Nocturnus (1)(B)(B)(B) Creature -- Vampire Play with the top card of your library revealed. As long as the top card of your library is black, this creature and other Vampire creatures you control get +2/+1 and have flying. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Vampire of the Dire Moon [ⓑ] Creature -- Vampire 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire of the Dire Moon [ⓑ] Creature -- Vampire 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vesuva Land You may have this land enter tapped as a copy of any land on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vesuva Land You may have this land enter tapped as a copy of any land on the battlefield. 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	Defense Grid ^② Artifact Each spell costs {3} more to cast except during its controller's turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Despair ^{①ⓑⓑ} Instant If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Despair 1BB Instant If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Despair 1BB Instant If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Despair 1BB Instant If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Sanctity 2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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