

Angel of Vitality (2)(W) Creature -- Angel Flying If you would gain life, you gain that much life plus 1 instead. This creature gets +2/+2 as long as you have 25 or more life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Vitality (2)(W) Creature -- Angel Flying If you would gain life, you gain that much life plus 1 instead. This creature gets +2/+2 as long as you have 25 or more life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthirsty Conqueror (3)(B)(B) Creature -- Vampire Knight Flying, deathtouch Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bloodthirsty Conqueror (3)(B)(B) Creature -- Vampire Knight Flying, deathtouch Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthirsty Conqueror (3)(B)(B) Creature -- Vampire Knight Flying, deathtouch Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carrot Cake (1)(W) Artifact -- Food When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carrot Cake (1)(W) Artifact -- Food When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elenda, Saint of Dusk ②①B Legendary Creature -- Vampire Knight Lifelink, hexproof from instants As long as your life total is greater than your starting life total, Elenda gets +1/+1 and has menace. Elenda gets an additional +5/+5 as long as your life total is at least 10 greater than your starting life total. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elenda, Saint of Dusk ②①B Legendary Creature -- Vampire Knight Lifelink, hexproof from instants As long as your life total is greater than your starting life total, Elenda gets +1/+1 and has menace. Elenda gets an additional +5/+5 as long as your life total is at least 10 greater than your starting life total. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Tenacity ②B① Enchantment Creature -- Snake Glimmer Whenever you gain life, target opponent loses that much life. When Enduring Tenacity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Tenacity ②B① Enchantment Creature -- Snake Glimmer Whenever you gain life, target opponent loses that much life. When Enduring Tenacity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Fear of Lost Teeth

B

Enchantment Creature -- Nightmare

When this creature dies, it deals 1 damage to any target and you gain 1 life.

1/1

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Enchantment Creature -- Nightmare

When this creature dies, it deals 1 damage to any target and you gain 1 life.

1/1

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Give In to Violence

① ②

Instant

Target creature gets +2/+2 and gains lifelink until end of turn.

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Target creature gets +2/+2 and gains lifelink until end of turn.

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Hinterland Sanctifier

W

Creature -- Rabbit Cleric

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

1/2

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Hinterland Sanctifier

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Creature -- Rabbit Cleric

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1/2

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Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

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Basic Land -- Plains

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

sheet 3/8 - 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.

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reassembling Skeleton 1B Creature -- Skeleton Warrior {1}{B}: Return this card from your graveyard to the battlefield tapped. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reassembling Skeleton 1B Creature -- Skeleton Warrior {1}{B}: Return this card from your graveyard to the battlefield tapped. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Sheltered by Ghosts ①④ Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts ①④ Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. 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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Vampire Gourmand1B Creature -- Vampire Whenever this creature attacks, you may sacrifice another creature. If you do, draw a card and this creature can't be blocked this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampire Gourmand1B Creature -- Vampire Whenever this creature attacks, you may sacrifice another creature. If you do, draw a card and this creature can't be blocked this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampire Nighthawk1BB 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 PLAYbotbox.dev	Vampire Nighthawk1BB 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 PLAYbotbox.dev

Vampiric Rites B Enchantment {1}{B}, Sacrifice a creature: You gain 1 life and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampiric Rites B Enchantment {1}{B}, Sacrifice a creature: You gain 1 life and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vengeful Bloodwitch 1B Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vengeful Bloodwitch 1B Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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