Asylum Visitor 1B

Creature -- Vampire Wizard

At the beginning of each player's upkeep, if that player has no cards in hand, you draw a card and you lose 1 life.
Madness {1}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Bloodmage 2B

Creature -- Vampire Warlock

When this creature enters, choose one --
* Create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."
* You draw a card and you lose 1 life.
* Exile target player's graveyard.

2/1

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From Under the Floorboards 3BB

Sorcery

Madness {X}{B}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Create three tapped 2/2 black Zombie creature tokens and you gain 3 life. If this spell's madness cost was paid, instead create X of those tokens and you gain X life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necrogoyf 3BB

Creature -- Lhurgoyf

Necrogoyf's power is equal to the number of creature cards in all graveyards.
At the beginning of each player's upkeep, that player discards a card.
Madness {1}{B}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

***/4**

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Necrogoyf {3}{B}{B}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Never {1}{B}{B}

Sorcery

Destroy target creature or planeswalker.

- - - AFTERMATH HALF - - -

Return {3}{B}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Exile target card from a graveyard. Create a 2/2 black Zombie creature token.

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Destroy target creature or planeswalker.

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Exile target card from a graveyard. Create a 2/2 black Zombie creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nighthawk Scavenger {1}{B}{B}

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

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Oona's Prowler {1}{B}

Creature -- Faerie Rogue

Flying
Discard a card: This creature gets -2/-0 until end of turn. Any player may activate this ability.

3/1

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Queen's Bay Paladin {3}{B}{B}

Creature -- Vampire Knight

Whenever this creature enters or attacks, return up to one target Vampire card from your graveyard to the battlefield with a finality counter on it. You lose life equal to its mana value. (If a creature with a finality counter on it would die, exile it instead.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stromkirk Condemned {B}{B}

Creature -- Vampire Horror

Discard a card: Vampires you control get +1/+1 until end of turn.
Activate only once each turn.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Voldaren Bloodcaster 1B

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

Voldaren Pariah 3BB

Creature -- Vampire Horror

Flying
Sacrifice three other creatures: Transform this creature.
Madness {B}{B}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

3/3

- - - BACK FACE - - -

Abolisher of Bloodlines

Creature -- Eldrazi Vampire

Flying
When this creature transforms into Abolisher of Bloodlines, target opponent sacrifices three creatures of their choice.

6/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch's Vengeance {1}{B}{B}

Sorcery

Creatures of the creature type of your choice get -3/-3 until end of turn.

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Creatures of the creature type of your choice get -3/-3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Bloodmage {2}{B}

Creature -- Vampire Warlock

When this creature enters, choose one --
* Create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."
* You draw a card and you lose 1 life.
* Exile target player's graveyard.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gas Guzzler {B}

Creature -- Vampire Rogue

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
This creature enters tapped.
Max speed -- {B}, Sacrifice another creature or Vehicle: Draw a card.

[sideboard]

2/1

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[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lost Legacy {1}{B}{B}

Sorcery

Choose a nonartifact, nonland card name. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

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Lost Legacy {1}{B}{B}

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Choose a nonartifact, nonland card name. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirri the Cursed {2}{B}{B}

Legendary Creature -- Vampire Cat

Flying, first strike, haste
Whenever Mirri deals combat damage to a creature, put a +1/+1 counter on Mirri.

[sideboard]

3/2

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Mirri the Cursed {2}{B}{B}

Legendary Creature -- Vampire Cat

Flying, first strike, haste
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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Queen's Bay Paladin {3}{B}{B}

Creature -- Vampire Knight

Whenever this creature enters or attacks, return up to one target Vampire card from your graveyard to the battlefield with a finality counter on it. You lose life equal to its mana value. (If a creature with a finality counter on it would die, exile it instead.)

[sideboard]

5/4

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Sanctum Seeker {2}{B}{B}

Creature -- Vampire Knight

Whenever a Vampire you control attacks, each opponent loses 1 life and you gain 1 life.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch's Vengeance {1}{B}{B}

Sorcery

Creatures of the creature type of your choice get -3/-3 until end of turn.

[sideboard]

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