

Bloodletter of Aclazotz 1 B B B Creature -- Vampire Demon Flying If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Land {T}: Add {W}. ----- BACK FACE ----- Grimclimb Pathway Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Land {T}: Add {W}. ----- BACK FACE ----- Grimclimb Pathway Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gifted Aetherborn B B Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gifted Aetherborn B B Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Hooded Blightfang (2)(B) Creature -- Snake Deathtouch Whenever a creature you control with deathtouch attacks, each opponent loses 1 life and you gain 1 life. Whenever a creature you control with deathtouch deals damage to a planeswalker, destroy that planeswalker. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hooded Blightfang (2)(B) Creature -- Snake Deathtouch Whenever a creature you control with deathtouch attacks, each opponent loses 1 life and you gain 1 life. Whenever a creature you control with deathtouch deals damage to a planeswalker, destroy that planeswalker. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hooded Blightfang (2)(B) Creature -- Snake Deathtouch Whenever a creature you control with deathtouch attacks, each opponent loses 1 life and you gain 1 life. Whenever a creature you control with deathtouch deals damage to a planeswalker, destroy that planeswalker. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hooded Blightfang (2)(B) Creature -- Snake Deathtouch Whenever a creature you control with deathtouch attacks, each opponent loses 1 life and you gain 1 life. Whenever a creature you control with deathtouch deals damage to a planeswalker, destroy that planeswalker. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Indulging Patrician (1)(W)(B) Creature -- Vampire Noble Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) At the beginning of your end step, if you gained 3 or more life this turn, each opponent loses 3 life. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Indulging Patrician (1)(W)(B) Creature -- Vampire Noble Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) At the beginning of your end step, if you gained 3 or more life this turn, each opponent loses 3 life. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Indulging Patrician (1)(W)(B) Creature -- Vampire Noble Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) At the beginning of your end step, if you gained 3 or more life this turn, each opponent loses 3 life. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Indulging Patrician (1)(W)(B) Creature -- Vampire Noble Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) At the beginning of your end step, if you gained 3 or more life this turn, each opponent loses 3 life. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - master01 - Pioneer (Calgary Round 7 Regional Championship) sheet 5/10 - 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.

Return target creature card with mana value 3 or less from your graveyard to the battlefield.

RIGHT HALF

4WB

Double your life total. Target opponent loses half their life, rounded up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

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2 B B

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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 PLAY botbox.dev

Unstoppable Slasher (2)(B) 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 PLAY botbox.dev	Unstoppable Slasher (2)(B) 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 PLAY botbox.dev	Unstoppable Slasher (2)(B) 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 PLAY botbox.dev	Vampire of the Dire Moon (B) 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
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Voice of the Blessed (W)(W) Creature -- Spirit Cleric Whenever you gain life, put a +1/+1 counter on this creature. As long as this creature has four or more +1/+1 counters on it, it has flying and vigilance. As long as this creature has ten or more +1/+1 counters on it, it has indestructible. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of the Blessed (W)(W) Creature -- Spirit Cleric Whenever you gain life, put a +1/+1 counter on this creature. As long as this creature has four or more +1/+1 counters on it, it has flying and vigilance. As long as this creature has ten or more +1/+1 counters on it, it has indestructible. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of the Blessed (W)(W) Creature -- Spirit Cleric Whenever you gain life, put a +1/+1 counter on this creature. As long as this creature has four or more +1/+1 counters on it, it has flying and vigilance. As long as this creature has ten or more +1/+1 counters on it, it has indestructible. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of the Blessed (W)(W) Creature -- Spirit Cleric Whenever you gain life, put a +1/+1 counter on this creature. As long as this creature has four or more +1/+1 counters on it, it has flying and vigilance. As long as this creature has ten or more +1/+1 counters on it, it has indestructible. 2/2 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	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exorcise 1W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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