

Always Watching 1 W W Enchantment Nontoken creatures you control get +1/+1 and have vigilance. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodmad Vampire 2 R Creature -- Vampire Berserker Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. Madness {1}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodmad Vampire 2 R Creature -- Vampire Berserker Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. Madness {1}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bound by Moonsilver 2 W Enchantment -- Aura Enchant creature Enchanted creature can't attack, block, or transform. Sacrifice another permanent: Attach this Aura to target creature. Activate only as a sorcery and only once each turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Breakneck Rider 1 R R Creature -- Human Scout Werewolf At the beginning of each upkeep, if no spells were cast last turn, transform this creature. 3/3 ----- BACK FACE ----- Neck Breaker 4 4 Creature -- Werewolf Attacking creatures you control get +1/+0 and have trample. At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Convicted Killer 2 R Creature -- Human Werewolf At the beginning of each upkeep, if no spells were cast last turn, transform this creature. 2/2 ----- BACK FACE ----- Branded Howler 4 4 Creature -- Werewolf At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dance with Devils 3 R Instant Create two 1/1 red Devil creature tokens. They have "When this token dies, it deals 1 damage to any target." 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Cathar 2 W Creature -- Human Soldier {1}{W}, Exile this card from your graveyard: Create a 1/1 white Spirit creature token with flying. Activate only as a sorcery. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauntless Cathar (2)(W) Creature -- Human Soldier {1}{W}, Exile this card from your graveyard: Create a 1/1 white Spirit creature token with flying. Activate only as a sorcery. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devils' Playground (4)(R)(R) Sorcery Create four 1/1 red Devil creature tokens. They have "When this token dies, it deals 1 damage to any target." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devilthorn Fox (1)(W) Creature -- Fox 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Temper (1)(R)(R) Instant Fiery Temper deals 3 damage to any target. Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Goldnight Castigator (2)(R)(R) Creature -- Angel Flying, haste If a source would deal damage to you, it deals double that damage to you instead. If a source would deal damage to this creature, it deals double that damage to this creature instead. 4/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gryff's Boon (W) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+0 and has flying. {3}{W}: Return this card from your graveyard to the battlefield attached to target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incorrigible Youths (3)(R)(R) Creature -- Vampire Haste (This creature can attack and {T} as soon as it comes under your control.) Madness {2}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inner Struggle (3)(R) Instant Target creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mad Prophet 3 R Creature -- Human Shaman Haste {T}, Discard a card: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paranoid Parish-Blade 2W Creature -- Human Soldier Delirium -- This creature gets +1/+0 and has first strike as long as there are four or more card types among cards in your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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Puncturing Light

① ② W

Instant

Destroy target attacking or blocking creature with power 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Bloodseeker

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Creature -- Vampire Berserker

Discard a card: This creature gets +2/-2 until end of turn.

1/3

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Spiteful Motives

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Enchantment -- Aura

Flash (You may cast this spell any time you could cast an instant.)

Enchant creature
Enchanted creature gets +3/+0 and
has first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stern Constable

W

Creature -- Human Soldier

{T}, Discard a card: Tap target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stone Quarry

Land

This land enters tapped.
{T}: Add {R} or {W}.

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Tormenting Voice

① R

Sorcery

As an additional cost to cast this spell, discard a card.
Draw two cards.

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True-Faith Censer

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Artifact -- Equipment

Equipped creature gets +1/+1 and has vigilance.

As long as equipped creature is a Human, it gets an additional +1/+0. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aim High 1 G Instant Untap target creature. It gets +2/+2 and gains reach until end of turn. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Altered Ego X 2 G U Creature -- Shapeshifter This spell can't be countered. You may have this creature enter as a copy of any creature on the battlefield, except it enters with X additional +1/+1 counters on it. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Byway Courier 2 G Creature -- Human Scout When this creature dies, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Catalog 2 U Instant Draw two cards, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cathar's Companion 2 W Creature -- Dog Whenever you cast a noncreature spell, this creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Confirm Suspicions 3 U U Instant Counter target spell. Investigate three times. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crawling Sensation 2 G Enchantment At the beginning of your upkeep, you may mill two cards. (You may put the top two cards of your library into your graveyard.) Whenever one or more land cards are put into your graveyard from anywhere for the first time each turn, create a 1/1 green Insect creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Creeping Dread 3 B Enchantment At the beginning of your upkeep, each player discards a card. Each opponent who discarded a card that shares a card type with the card you discarded loses 3 life. (Players reveal the discarded cards simultaneously.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crow of Dark Tidings 2B Creature -- Zombie Bird Flying When this creature enters or dies, mill two cards. (Put the top two cards of your library into your graveyard.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daring Sleuth 1U Creature -- Human Rogue When you sacrifice a Clue, transform this creature. [sideboard] 2/1 ----- BACK FACE ----- Bearer of Overwhelming Truths Creature -- Human Wizard Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever this creature deals combat damage to a player, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emissary of the Sleepless 4W Creature -- Spirit Flying When this creature enters, if a creature died this turn, create a 1/1 white Spirit creature token with flying. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Equestrian Skill 3G Enchantment -- Aura Enchant creature Enchanted creature gets +3/+3. As long as enchanted creature is a Human, it has trample. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Furtive Homunculus 1U Creature -- Homunculus Skulk (This creature can't be blocked by creatures with greater power.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Geistblast 2R Instant Geistblast deals 2 damage to any target. {2}{U}, Exile this card from your graveyard: Copy target instant or sorcery spell you control. You may choose new targets for the copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Just the Wind 1 U Instant Return target creature to its owner's hand. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lamplighter of Selhoff 4 U Creature -- Zombie Horror When this creature enters, if you control another Zombie, you may draw a card. If you do, discard a card. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana's Indignation X B Sorcery Mill X cards. Target player loses 2 life for each creature card put into your graveyard this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loam Dryad G Creature -- Dryad Horror {T}, Tap an untapped creature you control: Add one mana of any color. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Macabre Waltz 1 B Sorcery Return up to two target creature cards from your graveyard to your hand, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magmatic Chasm 1 R Sorcery Creatures without flying can't block this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Might Beyond Reason 3 G Instant Put two +1/+1 counters on target creature. Delirium -- Put three +1/+1 counters on that creature instead if there are four or more card types among cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moldgraf Scavenger 1 G Creature -- Fungus Delirium -- This creature gets +3/+0 as long as there are four or more card types among cards in your graveyard. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose target creature you don't control. Each creature you control that's a Wolf or a Werewolf deals damage equal to its power to that creature.

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- - - BACK FACE - - -

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puncturing Light

Instant

Destroy target attacking or blocking creature with power 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyre Hound

Creature -- Elemental Dog

Trample
Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature.

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rabid Bite

Sorcery

Target creature you control deals damage equal to its power to target creature you don't control.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rabid Bite

Sorcery

Target creature you control deals damage equal to its power to target creature you don't control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Root Out

Sorcery

Destroy target artifact or enchantment.
Investigate. (Create a Clue token.
It's an artifact with "{2},
Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Root Out

Sorcery

Destroy target artifact or enchantment.
Investigate. (Create a Clue token.
It's an artifact with "{2},
Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rottenheart Ghou1

Creature -- Zombie

When this creature dies, target player discards a card.

[sidebar]

2/4

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Rush of Adrenaline

Instant

Target creature gets +2/+1 and gains trample until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Vivid 8 - Limited (Limited PTQ Finals)

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 11/14 - 8 cards - 2.5 x 3.5 in each

Playtest cards - Vivid 8 - Limited (Limited PTQ Finals) sheet 12/14 - 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.

Stromkirk Mentor 3 B Creature -- Vampire Soldier When this creature enters, put a +1/+1 counter on another target Vampire you control. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Structural Distortion 3 R Sorcery Exile target artifact or land. Structural Distortion deals 2 damage to that permanent's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Structural Distortion 3 R Sorcery Exile target artifact or land. Structural Distortion deals 2 damage to that permanent's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Traverse the Ulvenwald G Sorcery Search your library for a basic land card, reveal it, put it into your hand, then shuffle. Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twins of Maurer Estate 4 B Creature -- Vampire Madness {2}{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.) [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulrich's Kindred 2 R Creature -- Wolf Trample {3}{G}: Target attacking Wolf or Werewolf gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uncaged Fury 2 R Instant Target creature gets +1/+1 and gains double strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Vivid_8 - Limited (Limited PTQ Finals)

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 13/14 - 8 cards - 2.5 x 3.5 in each

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Skulk (This creature can't be blocked by creatures with greater power.)
When this creature deals combat damage to a player, transform it.

2/2

- - - BACK FACE - - -

This creature can't be blocked.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Madness {X}{U}{U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) Gain control of target creature if its toughness is 2 or less. If this spell's madness cost was paid, instead gain control of that creature if its toughness is X or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev