

① R

Choose one --

- * Abrade deals 3 damage to target creature.
- * Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

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① ②

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

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Land - - Swamp Mountain

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

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {R}.

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1 B

Creature -- Vampire

Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.

0/1

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① B

Creature -- Vampire Knight

Flash
This creature enters with a +1/+1
counter on it for each creature that
died this turn.

1/1

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Land -- Swamp Mountain

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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BB

This creature can't block.
This creature has haste as long as
an opponent has 10 or less life.
Landfall -- Whenever a land you
control enters, you may return this
card from your graveyard to the
battlefield.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Card

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Nonbasic lands are Mountains.

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① B

Whenever a creature an opponent controls enters, you may have that player lose 1 life.

1/1

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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① ② B

Sacrifice a creature: This creature gets +2/+2 until end of turn.

1/1

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{2}{R}: This creature gets +2/+0 until end of turn.

1/2

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3 B

Whenever a creature you control attacks, defending player loses 1 life and you gain 1 life.

{3}{R/W}{R/W}: Creatures your opponents control block this turn if able, and you choose how those creatures block.

3/3

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Captivating Vampire 1 B B 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 PLAY botbox.dev	Carrier Thrall 1 B Creature -- Vampire When this creature dies, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chain Lightning R Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Confidant 1 B Creature -- Human Wizard At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual (B) Instant Add {B}{B}{B}. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember (1)(BP)(BP) Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drana, Liberator of Malakir (1)(B)(B) Legendary Creature -- Vampire Ally Flying, first strike Whenever Drana deals combat damage to a player, put a +1/+1 counter on each attacking creature you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Falkenrath Aristocrat (2)(B)(R) Creature -- Vampire Noble Flying, haste Sacrifice a creature: This creature gains indestructible until end of turn. If the sacrificed creature was a Human, put a +1/+1 counter on this creature. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Falkenrath Gorger (R) Creature -- Vampire Berserker Each Vampire creature card you own that isn't on the battlefield has madness. The madness cost is equal to its mana cost. (If you discard a card with madness, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 2/1 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Covenant (1)(B)(R) Instant As an additional cost to cast this spell, pay X life. Fire Covenant deals X damage divided as you choose among any number of target creatures. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flame Slash (R) Sorcery Flame Slash deals 4 damage to target creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gatekeeper of Malakir 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 PLAY botbox.dev	Gifted Aetherborn Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guul Draz Assassin Creature -- Vampire Assassin Level up {1}{B} ({1}{B}: Put a level counter on this. Level up only as a sorcery.) LEVEL 2-3 2/2 {B}, {T}: Target creature gets -2/-2 until end of turn. LEVEL 4+ 4/4 {B}, {T}: Target creature gets -4/-4 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Guul Draz Vampire Creature -- Vampire Rogue As long as an opponent has 10 or less life, this creature gets +2/+1 and has intimidate. (It can't be blocked except by artifact creatures and/or creatures that share a color with it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heir of Falkenrath Creature -- Vampire Discard a card: Transform this creature. Activate only once each turn. 2/1 --- BACK FACE --- Heir to the Night Creature -- Vampire Berserker Flying 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Indulgent Aristocrat Creature -- Vampire Noble Lifelink {2}, Sacrifice a creature: Put a +1/+1 counter on each Vampire you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisition of Kozilek Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insolent Neonate (R) Creature -- Vampire Menace (This creature can't be blocked except by two or more creatures.) Discard a card, Sacrifice this creature: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kalastria Highborn (B)(B) Creature -- Vampire Shaman Whenever this creature or another Vampire you control dies, you may pay {B}. If you do, target player loses 2 life and you gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt (R) Instant Lightning Bolt deals 3 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Metallic Mimic (2) Artifact Creature -- Shapeshifter As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Each other creature you control of the chosen type enters with an additional +1/+1 counter on it. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nameless Inversion (1)(B) Kindred Instant -- Shapeshifter Changeling (This card is every creature type.) Target creature gets +3/-3 and loses all creature types until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)

As this artifact enters, choose a creature type.

Creatures you control of the chosen type get +2/+2.

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Flying
Whenever another creature you control enters, you may discard a card. If you do, put a +1/+1 counter on that creature, it gains haste until end of turn, and it becomes a Vampire in addition to its other types.

3/3

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① ②

Flying
This creature can't block.
{R}: Target Vampire gains haste
until end of turn.

2/1

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Land

This land enters tapped.
{T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Whenever this creature attacks, each opponent loses 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quag Vampires (B) Creature -- Vampire Rogue Multikicker {1}{B} (You may pay an additional {1}{B} any number of times as you cast this spell.) Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) This creature enters with a +1/+1 counter on it for each time it was kicked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rakish Heir (2)(R) Creature -- Vampire Whenever a Vampire you control deals combat damage to a player, put a +1/+1 counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum Seeker (2)(B)(B) Creature -- Vampire Knight Whenever a Vampire you control attacks, each opponent loses 1 life and you gain 1 life. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scrubland Land -- Plains Swamp ([T]): Add [W] or [B].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadow Alley Denizen (B) Creature -- Vampire Rogue Whenever another black creature you control enters, target creature gains intimidate until end of turn. (It can't be blocked except by artifact creatures and/or creatures that share a color with it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shared Animosity (2)(R) Enchantment Whenever a creature you control attacks, it gets +1/+0 until end of turn for each other attacking creature that shares a creature type with it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullclamp (1) Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B R

First strike
Other Vampire creatures you control
get +1/+1 and have first strike.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

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

2/2

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This creature can't be blocked by Humans.
Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.

1/1

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Land

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{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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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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	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulcerate Instant Target creature gets -3/-3 until end of turn. You lose 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vampire Cutthroat (B) Creature -- Vampire Rogue Skulk (This creature can't be blocked by creatures with greater power.) 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 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 Interloper (1)(B) Creature -- Vampire Scout Flying This creature can't block. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Lacerator (B) Creature -- Vampire Warrior At the beginning of your upkeep, you lose 1 life unless an opponent has 10 or less life. 2/2 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	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vicious Conquistador (B) Creature -- Vampire Soldier Whenever this creature attacks, each opponent loses 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viscera Seer (B) Creature -- Vampire Wizard Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - pacoelflaco - Commander (1v1 Commander Challenge)

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 12/13 - 8 cards - 2.5 x 3.5 in each

Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yahenni, Undying Partisan (2)(B)

Legendary Creature -- Aetherborn Vampire

Haste
Whenever a creature an opponent controls dies, put a +1/+1 counter on Yahenni.
Sacrifice another creature: Yahenni gains indestructible until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Edgar Markov

Legendary Creature -- Vampire Knight

Eminence -- Whenever you cast another Vampire spell, if Edgar is in the command zone or on the battlefield, create a 1/1 black Vampire creature token. First strike, haste

Whenever Edgar attacks, put a +1/+1 counter on each Vampire you control.

[sideboard]

4/4

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