

① R

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Swamp Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flash

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Seeker 1 B Creature -- Vampire Shaman Whenever a creature an opponent controls enters, you may have that player lose 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthrone Vampire 1 B Creature -- Vampire Sacrifice a creature: This creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bold Impaler R Creature -- Vampire Knight {2}{R}: This creature gets +2/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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	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	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. 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	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1BPBP Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Drana, Liberator of Malakir 1BB 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	Dusk Legion Zealot 1B Creature -- Vampire Soldier When this creature enters, you draw a card and you lose 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Falkenrath Aristocrat 2BR 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

3 B

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

2/2

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B

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.

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① B R

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.

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Land

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

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② ② W

When this creature enters, you may search your library for a Vampire card, reveal it, then shuffle and put that card on top. Whenever another Vampire you control enters, target creature gets +1/+1 until end of turn.

2/2

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BB

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

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BB

Deathtouch, lifelink

2/3

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① R

Sacrifice a creature: This enchantment deals 1 damage to any target.

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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.

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Graven Cairns

Land

$\{T\}$: Add $\{C\}$.
 $\{B/R\}$, $\{T\}$: Add $\{B\}\{B\}$, $\{B\}\{R\}$, or
 $\{R\}\{R\}$.

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Guul Draz Assassin

B

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

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Guul Draz Vampire

B

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

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Hellrider

2 R R

Creature -- Devil

Haste
Whenever a creature you control attacks, this creature deals 1 damage to the player or planeswalker it's attacking.

3/3

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Hero of Oxid Ridge (2)(R)(R)

2 R R

Creature -- Human Knight

Haste
Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)
Whenever this creature attacks, creatures with power 1 or less can't block this turn.

4/2

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Hymn to Tourach

BB

Sorcerv

Target player discards two cards at random.

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Indulgent Aristocrat

(B)

Creature -- Vampire Noble

Lifelink
{2}, Sacrifice a creature: Put a +1/+1 counter on each Vampire you control.

1/1

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Inquisition of Kozilek (B) 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	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. 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	Kolaghan's Command (1)(B)(R) Instant Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Legion Lieutenant (W)(B) Creature -- Vampire Knight Other Vampires you control get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt (R) Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malakir Bloodwitch (3)(B)(B) Creature -- Vampire Shaman Flying, protection from white When this creature enters, each opponent loses life equal to the number of Vampires you control. You gain life equal to the life lost this way. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mavren Fein, Dusk Apostle 2W Legendary Creature -- Vampire Cleric Whenever one or more nontoken Vampires you control attack, create a 1/1 white Vampire creature token with lifelink. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nameless Inversion 1B Kindred Instant -- Shapeshifter Changeling (This card is every creature type.) Target creature gets +3/-3 and loses all creature types until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obelisk of Urd 6 Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Olivia, Mobilized for War 1BR Legendary Creature -- Vampire Knight 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Olivia's Bloodsworn 1B Creature -- Vampire Soldier Flying This creature can't block. {R}: Target Vampire gains haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path of Ancestry 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	Plateau Land -- Mountain Plains ({T}: Add {R} or {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta 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	Pulse Tracker Creature -- Vampire Rogue Whenever this creature attacks, each opponent loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quag Vampires 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 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
Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum Seeker 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 PLAYbotbox.dev	Shared Animosity 2R 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 PLAYbotbox.dev	Skullclamp 1 Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skymarcher Aspirant W Creature -- Vampire Soldier Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) This creature has flying as long as you have the city's blessing. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Steelshaper's Gift Sorcery Search your library for an Equipment card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stoneforge Mystic Creature -- Kor Artificer When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stromkirk Captain Creature -- Vampire Soldier First strike Other Vampire creatures you control get +1/+1 and have first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stromkirk Condemned Creature -- Vampire Horror Discard a card: Vampires you control get +1/+1 until end of turn. Activate only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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

{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {W} or {B}. Activate only if you control a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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{T}: Add {C}.
{T}: Add {B} or {R}. Activate only
if you control a Swamp.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B R

Destroy target creature. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one --

- * Equipped creature gets +2/+2 until end of turn.
- * Target creature gets -1/-1 until end of turn.
- * You gain 2 life.

Equip {2}

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Legendary Land

Each land is a Swamp in addition to its other land types.

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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 11/13 - 8 cards - 2.5 x 3.5 in each

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 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	Vindicate (1)(W)(B) Sorcery Destroy target permanent. 1/1 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	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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.

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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

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Zealous Persecution (W)(B)

Instant

Until end of turn, creatures you control get +1/+1 and creatures your opponents control get -1/-1.

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Edgar Markov 3RWB

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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