

Abrade 1 R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adanto Vanguard 1 W Creature -- Vampire Soldier As long as this creature is attacking, it gets +2/+0. Pay 4 life: This creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Badlands Land -- Swamp Mountain {T}: Add {B} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Artist 1 B Creature -- Vampire Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodcrazed Paladin 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Clockwork Dean - Commander (1v1 Commander Challenge)

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sheet 1/13 - 8 cards - 2.5 x 3.5 in each

Bloodghast (B)(B) Creature -- Vampire Spirit 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 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 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	Dark Ritual Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Diabolic Intent Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 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 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. 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	Falkenrath Noble (3)(B) Creature -- Vampire Noble Flying Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life. 2/2 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. 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. 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 (B)(B) 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 (B)(B) Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Bombardment (1)(R) Enchantment Sacrifice a creature: This enchantment deals 1 damage to any target. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graven Cairns Land [T]: Add [C]. [B/R], [T]: Add [B][B], [B][R], or [R][R]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heir of Falkenrath (1)(B) 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	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Indulgent Aristocrat (B) 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

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	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
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirror Entity (2)(W) Creature -- Shapeshifter Changeling (This card is every creature type.) {X}: Until end of turn, creatures you control have base power and toughness X/X and gain all creature types. 1/1 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. 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 (1)(B)(R) 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 (1)(B) 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	Outpost Siege (3)(R) Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card. * Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target. 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

Playtest cards - Clockwork Dean - Commander (1v1 Commander Challenge)

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sheet 7/13 - 8 cards - 2.5 x 3.5 in each

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

Instant

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

Creature -- Vampire Rogue

Whenever this creature attacks, each opponent loses 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

Land -- Plains Swamp

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

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

Steelshaper's Gift (W)

Sorcery

Search your library for an Equipment card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stoneforge Mystic (1)(W)

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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stromkirk Captain (1)(B)(R)

Creature -- Vampire Soldier

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

2/2

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stromkirk Noble ^(R)

Creature -- Vampire Noble

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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Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. 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	Tainted Field Land {T}: Add {C}. {T}: Add {W} or {B}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Peak Land {T}: Add {C}. {T}: Add {B} or {R}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminate Instant Destroy target creature. It can't be regenerated. 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	Umezawa's Jitte Legendary Artifact -- Equipment 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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unclaimed Territory 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. 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 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. 1/2 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

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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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev