

Driver of the Dead (3)(B) Creature -- Vampire When this creature dies, return target creature card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Driver of the Dead (3)(B) Creature -- Vampire When this creature dies, return target creature card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Driver of the Dead (3)(B) Creature -- Vampire When this creature dies, return target creature card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Driver of the Dead (3)(B) Creature -- Vampire When this creature dies, return target creature card with mana value 2 or less from your graveyard to the battlefield. 3/2 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	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	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	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

Playtest cards - Kaelob - Standard (Colorado Card Conquest Magic Standard RCQ)

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

Infestation Sage (B) Creature -- Elf Warlock When this creature dies, create a 1/1 black and green Insect creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infestation Sage (B) Creature -- Elf Warlock When this creature dies, create a 1/1 black and green Insect creature token with flying. 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	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
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	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	Nullpriest of Oblivion (1)(B) Creature -- Vampire Cleric Kicker {3}{B} (You may pay an additional {3}{B} as you cast this spell.) Lifelink Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nullpriest of Oblivion (1)(B) Creature -- Vampire Cleric Kicker {3}{B} (You may pay an additional {3}{B} as you cast this spell.) Lifelink Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nullpriest of Oblivion ①Ⓑ Creature -- Vampire Cleric Kicker {3}{B} (You may pay an additional {3}{B} as you cast this spell.) Lifelink Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nullpriest of Oblivion ①Ⓑ Creature -- Vampire Cleric Kicker {3}{B} (You may pay an additional {3}{B} as you cast this spell.) Lifelink Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pulse Tracker Ⓑ Creature -- Vampire Rogue Whenever this creature attacks, each opponent loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pulse Tracker Ⓑ Creature -- Vampire Rogue Whenever this creature attacks, each opponent loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pulse Tracker Ⓑ Creature -- Vampire Rogue Whenever this creature attacks, each opponent loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pulse Tracker Ⓑ Creature -- Vampire Rogue Whenever this creature attacks, each opponent loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 1/1 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	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	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	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	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	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Vampire Nighthawk1BB Creature -- Vampire Shaman Flying 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.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampire Nighthawk1BB Creature -- Vampire Shaman Flying 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.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampire Nighthawk1BB Creature -- Vampire Shaman Flying 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.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampire Nighthawk1BB Creature -- Vampire Shaman Flying 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.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 B

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

1/1

botbox.dev

① ②

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

1/1

botbox.dev

① ② B

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

1/1

botbox.dev

① ②

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

1/1

botbox.dev