

Beamsaw Prospector 1 B Creature -- Human Artificer When this creature dies, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beamsaw Prospector 1 B Creature -- Human Artificer When this creature dies, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beamsaw Prospector 1 B Creature -- Human Artificer When this creature dies, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beamsaw Prospector 1 B Creature -- Human Artificer When this creature dies, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Embrace Oblivion B Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Embrace Oblivion B Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Embrace Oblivion B Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Embrace Oblivion B Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Faller's Faithful 2 B Creature -- Human Wizard When this creature enters, destroy up to one other target creature. If that creature wasn't dealt damage this turn, its controller draws two cards. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faller's Faithful 2 B Creature -- Human Wizard When this creature enters, destroy up to one other target creature. If that creature wasn't dealt damage this turn, its controller draws two cards. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faller's Faithful 2 B Creature -- Human Wizard When this creature enters, destroy up to one other target creature. If that creature wasn't dealt damage this turn, its controller draws two cards. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faller's Faithful 2 B Creature -- Human Wizard When this creature enters, destroy up to one other target creature. If that creature wasn't dealt damage this turn, its controller draws two cards. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hymn of the Faller 1 B Sorcery Surveil 1, then you draw a card and lose 1 life. (To surveil 1, look at the top card of your library. You may put it into your graveyard.) Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, draw another card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hymn of the Faller 1 B Sorcery Surveil 1, then you draw a card and lose 1 life. (To surveil 1, look at the top card of your library. You may put it into your graveyard.) Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, draw another card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hymn of the Faller 1 B Sorcery Surveil 1, then you draw a card and lose 1 life. (To surveil 1, look at the top card of your library. You may put it into your graveyard.) Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, draw another card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perigee Beckoner 4 B Creature -- Horror When this creature enters, until end of turn, another target creature you control gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control." Warp {1}{B} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - DG, Giosuè - FreeForm (Prada's cup: Edge of Eternities)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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Timeline Culler Creature -- Drix Warlock Haste You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Timeline Culler Creature -- Drix Warlock Haste You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Timeline Culler Creature -- Drix Warlock Haste You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Timeline Culler Creature -- Drix Warlock Haste You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tragic Trajectory B Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Trajectory B Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Trajectory B Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Trajectory B Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Umbral Collar Zealot 1 B Creature -- Human Cleric Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Umbral Collar Zealot 1 B Creature -- Human Cleric Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Umbral Collar Zealot 1 B Creature -- Human Cleric Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Umbral Collar Zealot 1 B Creature -- Human Cleric Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Virus Beetle ①B Artifact Creature -- Insect When this creature enters, each opponent discards a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virus Beetle ①B Artifact Creature -- Insect When this creature enters, each opponent discards a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virus Beetle ①B Artifact Creature -- Insect When this creature enters, each opponent discards a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virus Beetle ①B Artifact Creature -- Insect When this creature enters, each opponent discards a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dauntless Scrapbot ③ Artifact Creature -- Robot When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dauntless Scrapbot ③ Artifact Creature -- Robot When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dauntless Scrapbot ③ Artifact Creature -- Robot When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Depressurize ①B Instant Target creature gets -3/-0 until end of turn. Then if that creature's power is 0 or less, destroy it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Temporal Intervention 2B Sorcery Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn. Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temporal Intervention 2B Sorcery Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn. Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temporal Intervention 2B Sorcery Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn. Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	