

All-Fates Stalker 3 W Creature -- Drix Assassin When this creature enters, exile up to one target non-Assassin creature until this creature leaves the battlefield. Warp {1}{W} (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.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Auxiliary Boosters 4 W Artifact -- Equipment When this Equipment enters, create a 2/2 colorless Robot artifact creature token and attach this Equipment to it. Equipped creature gets +1/+2 and has flying. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Comet Crawler 2 B Creature -- Insect Horror Lifelink Whenever this creature attacks, you may sacrifice another creature or artifact. If you do, this creature gets +2/+0 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Depressurize 1 B Instant Target creature gets -3/-0 until end of turn. Then if that creature's power is 0 or less, destroy it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegy Acolyte 2 B B Creature -- Human Cleric Lifelink Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life. Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Gravblade Heavy 3 B Creature -- Human Soldier As long as you control an artifact, this creature gets +1/+0 and has deathtouch. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dreddybajs - Limited (Limited RC Super Qualifier)

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

Gravkill 3B Instant Exile target creature or Spacecraft. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravkill 3B Instant Exile target creature or Spacecraft. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravpack Monoist 2B Creature -- Human Scout Flying When this creature dies, create a tapped 2/2 colorless Robot artifact creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravpack Monoist 2B Creature -- Human Scout Flying When this creature dies, create a tapped 2/2 colorless Robot artifact creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lightless Evangel 1B Creature -- Vampire Cleric Whenever you sacrifice another creature or artifact, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perigee Beckoner 4B 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 PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Strike Instant Destroy target artifact or tapped creature. You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sothera, the Supervoid Legendary Enchantment Whenever a creature you control dies, each opponent chooses a creature they control and exiles it. At the beginning of your end step, if a player controls no creatures, sacrifice Sothera, then put a creature card exiled with it onto the battlefield under your control with two additional +1/+1 counters on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starport Security Artifact Creature -- Robot Soldier {3}{W}, {T}: Tap another target creature. This ability costs {2} less to activate if you control a creature with a +1/+1 counter on it. 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
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Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Syr Vondam, Sunstar Exemplar WB

Legendary Creature -- Human Knight

Vigilance, menace
Whenever another creature you control dies or is put into exile, put a +1/+1 counter on Syr Vondam and you gain 1 life.
When Syr Vondam dies or is put into exile while its power is 4 or greater, destroy up to one target nonland permanent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Seriema

Legendary Artifact -- Spacecraft

When The Seriemia enters, search your library for a legendary creature card, reveal it, put it into your hand, then shuffle.

Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft.

Station only as a sorcery. It's an artifact creature at 7+.)

7+ | Flying

Other tapped legendary creatures you control have indestructible.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Umbra1 Collar Zealot ①⑧

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 PLAY botbox.dev

Virus Beetle

Artifact Creature -- Insect

When this creature enters, each opponent discards a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weftblade Enhancer ⑤⑤

Creature -- Drix Artificer

When this creature enters, put a +1/+1 counter on each of up to two target creatures.

Warp {2}{W} (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.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bygone Colossus ⑨ Artifact Creature -- Robot Giant Warp {3} (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.) [sideboard] 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryoshatter ①U Enchantment -- Aura Enchant creature Enchanted creature gets -5/-0. When enchanted creature becomes tapped or is dealt damage, destroy it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Endurance ①B Instant This spell costs {1} less to cast if it targets a blocking creature. Target creature gets +2/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Divert Disaster ①U Instant Counter target spell unless its controller pays {2}. If they do, you 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dual-Sun Technique ①W Instant Target creature you control gains double strike until end of turn. If it has a +1/+1 counter on it, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dust Bowl Land {T}: Add {C}. {3}, {T}, Sacrifice a land: Destroy target nonbasic land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravblade Heavy ③B Creature -- Human Soldier As long as you control an artifact, this creature gets +1/+0 and has deathtouch. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illvoi Operative ①U Creature -- Jellyfish Rogue Whenever you cast your second spell each turn, put a +1/+1 counter on this creature. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kav Landseeker (3)(R) Creature -- Kavv Soldier Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, create a Lander token. At the beginning of the end step on your next turn, sacrifice that 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] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nebula Dragon (6)(R) Creature -- Dragon Flying When this creature enters, it deals 3 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Tiger Mechan (3)(R) Artifact Creature -- Robot Cat Haste Warp {1}{R} (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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Tiger Mechan (3)(R) Artifact Creature -- Robot Cat Haste Warp {1}{R} (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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sami, Ship's Engineer (2)(R)(W) Legendary Creature -- Human Artificer At the beginning of your end step, if you control two or more tapped creatures, create a tapped 2/2 colorless Robot artifact creature token. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scout for Survivors 2 W Sorcery Return up to three target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of them. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sinister Cryologist 2 U Creature -- Jellyfish Wizard When this creature enters, target creature an opponent controls gets -3/-0 until end of turn. Warp {U} (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.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}): Add {B} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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