

Adventurous Impulse ⑥ Sorcery Look at the top three cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basic Conjunction ①⑥⑥ Sorcery -- Lesson Look at the top six cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Researcher ①B⑥ Creature -- Vampire Druid Menace (This creature can't be blocked except by two or more creatures.) Whenever you gain life, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charge Through ⑥ Instant Target creature gains trample until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Daemogoth Titan ⑥/⑥⑥/⑥⑥/⑥/⑥ Creature -- Demon Whenever this creature attacks or blocks, sacrifice a creature. 11/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daemogoth Woe-Eater ①B⑥/⑥⑥ Creature -- Demon At the beginning of your upkeep, sacrifice a creature. When you sacrifice this creature, each opponent discards a card, you draw a card, and you gain 2 life. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Field Trip ②⑥ Sorcery Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Hunt for Specimens 1B Sorcery Create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life." Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infuse with Vitality BG Instant Until end of turn, target creature gains deathtouch and "When this creature dies, return it to the battlefield tapped under its owner's control." You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lash of Malice B Instant Target creature gets +2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Invocation 5G Sorcery Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is the number of lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mage Hunter 3B Creature -- Horror Whenever an opponent casts or copies an instant or sorcery spell, they lose 1 life. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moldering Karok 2BG Creature -- Zombie Crocodile Trample, lifelink 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Arch 1G Creature -- Plant Wall Defender {T}: You gain 1 life. {2}, Sacrifice this creature: Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pest Summoning 1B/GB/G Sorcery -- Lesson Create two 1/1 black and green Pest creature tokens with "When this token dies, you gain 1 life." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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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Expanded Anatomy 3 Sorcery -- Lesson Put two +1/+1 counters on target creature. It gains vigilance until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expanded Anatomy 3 Sorcery -- Lesson Put two +1/+1 counters on target creature. It gains vigilance until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kianne, Dean of Substance 26 Legendary Creature -- Elf Druid {T}: Exile the top card of your library. If it's a land card, put it into your hand. Otherwise, put a study counter on it. {4}{6}: Create a 0/0 green and blue Fractal creature token. Put a +1/+1 counter on it for each different mana value among nonland cards you own in exile with study counters on them. [sideboard] 2/2 ----- BACK FACE ----- Imbraham, Dean of Theory 2UU Legendary Creature -- Bird Wizard Flying {X}{U}{U}, {T}: Exile the top X cards of your library and put a study counter on each of them. Then you may put a card you own in exile with a study counter on it into your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mage Duel 26 Sorcery This spell costs {2} less to cast if you've cast another instant or sorcery spell this turn. Target creature you control gets +1/+2 until end of turn. Then it fights target creature you don't control. (Each deals damage equal to its power to the other.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plumb the Forbidden 1B Instant As an additional cost to cast this spell, you may sacrifice one or more creatures. When you do, copy this spell for each creature sacrificed this way. You draw a card and lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plumb the Forbidden 1B Instant As an additional cost to cast this spell, you may sacrifice one or more creatures. When you do, copy this spell for each creature sacrificed this way. You draw a card and lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Professor's Warning B Instant Choose one -- * Put a +1/+1 counter on target creature. * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rushed Rebirth BG Instant Choose target creature. When that creature dies this turn, search your library for a creature card with lesser mana value, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Selfless Glyphweaver

2W

Creature -- Human Cleric

Exile this creature: Creatures you control gain indestructible until end of turn.

[sideboard]

2/3

Deadly Vanity

5BBB

Sorcery

Choose a creature or planeswalker, then destroy all other creatures and planeswalkers.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wandering Archaic

5

Creature -- Avatar

Whenever an opponent casts an instant or sorcery spell, they may pay {2}. If they don't, you may copy that spell. You may choose new targets for the copy.

[sideboard]

4/4

Explore the Vastlands

3

Sorcery

Each player looks at the top five cards of their library and may reveal a land card and/or an instant or sorcery card from among them. Each player puts the cards they revealed this way into their hand and the rest on the bottom of their library in a random order. Each player gains 3 life.

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Playtest cards - Rutik - Limited (Birthday Sealed Event: Strixhaven)

sheet 8/8 - 2 cards - 2.5 x 3.5 in each

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.