

Brightclimb Pathway Card OTHER FACE Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Card OTHER FACE Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Card OTHER FACE Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Card OTHER FACE Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cave of the Frost Dragon Land If you control two or more other lands, this land enters tapped. {T}: Add {W}. {4}{W}: This land becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cave of the Frost Dragon Land If you control two or more other lands, this land enters tapped. {T}: Add {W}. {4}{W}: This land becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomskar 3WW Sorcery Destroy all creatures. Foretell {1}{W}{W} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomskar 3WW Sorcery Destroy all creatures. Foretell {1}{W}{W} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Doomskar 3 W W Sorcery Destroy all creatures. Foretell {1}{W}{W} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Edgar, Charmed Groom Card -----OTHER FACE----- Edgar, Charmed Groom Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Edgar, Charmed Groom Card -----OTHER FACE----- Edgar, Charmed Groom Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Edgar, Charmed Groom Card -----OTHER FACE----- Edgar, Charmed Groom Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fateful Absence 1 W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fateful Absence Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hero's Downfall 1 B B Instant Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hero's Downfall 1 B B Instant Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hero's Downfall 1 B B Instant Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lolth, Spider Queen 3 B B Legendary Planeswalker -- Lolth Whenever a creature you control dies, put a loyalty counter on Lolth. [0]: You draw a card and you lose 1 life. [-3]: Create two 2/1 black Spider creature tokens with reach and menace. [-8]: You get an emblem with "Whenever an opponent is dealt combat damage by one or more creatures you control, if that player lost less than 8 life this turn, they lose life equal to the difference." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lolth, Spider Queen 3 B B Legendary Planeswalker -- Lolth Whenever a creature you control dies, put a loyalty counter on Lolth. [0]: You draw a card and you lose 1 life. [-3]: Create two 2/1 black Spider creature tokens with reach and menace. [-8]: You get an emblem with "Whenever an opponent is dealt combat damage by one or more creatures you control, if that player lost less than 8 life this turn, they lose life equal to the difference." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parasitic Grasp 1 B Instant Cleave {1}{B}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Parasitic Grasp deals 3 damage to target [Human] creature. You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parasitic Grasp 1 B Instant Cleave {1}{B}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Parasitic Grasp deals 3 damage to target [Human] creature. You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Power Word Kill Instant Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Power Word Kill Instant Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadows' Verdict Sorcery Exile all creatures and planeswalkers with mana value 3 or less from the battlefield and all creature and planeswalker cards with mana value 3 or less from all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadows' Verdict Sorcery Exile all creatures and planeswalkers with mana value 3 or less from the battlefield and all creature and planeswalker cards with mana value 3 or less from all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shattered Sanctum

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {B}.

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Shineshadow Snarl

Land

As this land enters, you may reveal a Plains or Swamp card from your hand. If you don't, this land enters tapped.

{T}: Add {W} or {B}.

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Silverquill Campus

Land

This land enters tapped.
{T}: Add {W} or {B}.
{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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Sorin the Mirthless (2)(B)(B)

Legendary Planeswalker -- Sorin

[+1]: Look at the top card of your library. You may reveal that card and put it into your hand. If you do, you lose life equal to its mana value.

[-2]: Create a 2/3 black Vampire creature token with flying and lifelink.

[-7]: Sorin deals 13 damage to any target. You gain 13 life.

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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Celestus3 Legendary Artifact If it's neither day nor night, it becomes day as The Celestus enters. {T}: Add one mana of any color. {3}, {T}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery. Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Meathook MassacreXB Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Meathook MassacreXB Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Vanishing VerseWB Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanishing VerseWB Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanishing VerseWB Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanishing VerseWB Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Divine Smite 1W Instant Target creature or planeswalker an opponent controls phases out. If that permanent is black, exile it instead. (If it phases out, treat it and anything attached to it as though they don't exist until its controller's next turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divine Smite 1W Instant Target creature or planeswalker an opponent controls phases out. If that permanent is black, exile it instead. (If it phases out, treat it and anything attached to it as though they don't exist until its controller's next turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Rite of Oblivion W B Sorcery As an additional cost to cast this spell, sacrifice a nonland permanent. Exile target nonland permanent. Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rite of Oblivion W B Sorcery As an additional cost to cast this spell, sacrifice a nonland permanent. Exile target nonland permanent. Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rite of Oblivion W B Sorcery As an additional cost to cast this spell, sacrifice a nonland permanent. Exile target nonland permanent. Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	