

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	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	Deadly Dispute Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deadly Dispute 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Dispute 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Dispute 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Edgar, Charmed Groom Card ----- OTHER FACE ----- Edgar, Charmed Groom Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Edgar, Charmed Groom Card ----- OTHER FACE ----- Edgar, Charmed Groom Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eyewitch B Creature -- Eye Bat Flying When this creature dies, 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eyewitch B Creature -- Eye Bat Flying When this creature dies, 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eyewitch B Creature -- Eye Bat Flying When this creature dies, 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eyetwitch (B) Creature -- Eye Bat Flying When this creature dies, 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Henrika Domnathi (2)(B)(B) Legendary Creature -- Vampire Flying At the beginning of combat on your turn, choose one that hasn't been chosen -- * Each player sacrifices a creature of their choice. * You draw a card and you lose 1 life. * Transform Henrika. 1/3 BACK FACE Henrika, Infernal Seer Legendary Creature -- Vampire Flying, deathtouch, lifelink {1}{B}{B}: Each creature you control with flying, deathtouch, and/or lifelink gets +1/+0 until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Henrika Domnathi (2)(B)(B) Legendary Creature -- Vampire Flying At the beginning of combat on your turn, choose one that hasn't been chosen -- * Each player sacrifices a creature of their choice. * You draw a card and you lose 1 life. * Transform Henrika. 1/3 BACK FACE Henrika, Infernal Seer Legendary Creature -- Vampire Flying, deathtouch, lifelink {1}{B}{B}: Each creature you control with flying, deathtouch, and/or lifelink gets +1/+0 until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

3 B B

Whenever a creature you control dies, put a loyalty counter on Lolth.

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[-3]: Create two 2/1 black Spider creature tokens with reach and menace.

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Basic Land -- Plains

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y ①②W

When this creature enters, 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

Professor of Symbology ①Ⓜ

When this creature enters, 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

Professor of Symbology (1)(W)

When this creature enters, 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

WB

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.)

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As an additional cost to cast this spell, sacrifice a nonland permanent.
Exile target nonland permanent.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

```
When this creature dies, choose one
--
* Target creature an opponent
controls gets -1/-1 until end of
turn.
* Create a Treasure token. (It's an
artifact with "{T}, Sacrifice this
token: Add one mana of any color.")
```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

```
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```

1/1

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

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Shattered Sanctum

Land

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

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Shattered Sanctum

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 B

Creature -- Dwarf Citizen

When this creature enters, create a Treasure token. (It's an artifact with "[T], Sacrifice this token: Add one mana of any color.")

[1][B], Sacrifice another creature or a Treasure: Draw a card.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 B

Creature -- Dwarf Citizen

When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

{1}{B}, Sacrifice another creature or a Treasure: Draw a card.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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.

L 4

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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.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

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
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Meathook Massacre (X)(B)(B) 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 Massacre (X)(B)(B) 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 Verse (W)(B) Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wedding Announcement 2 W 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 PLAY botbox.dev	Wedding Announcement 2 W 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 PLAY botbox.dev	Wedding Announcement 2 W 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 PLAY botbox.dev
Crippling Fear 2 B B Sorcery Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crippling Fear 2 B B Sorcery Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn. [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress 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 PLAY botbox.dev	Duress 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 PLAY botbox.dev	Environmental Sciences Sorcery -- Lesson Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Henrika Domnathi Legendary Creature -- Vampire Flying At the beginning of combat on your turn, choose one that hasn't been chosen -- * Each player sacrifices a creature of their choice. * You draw a card and you lose 1 life. * Transform Henrika. [sideboard] 1/3 BACK FACE Henrika, Infernal Seer Legendary Creature -- Vampire Flying, deathtouch, lifelink {1}{B}{B}: Each creature you control with flying, deathtouch, and/or lifelink gets +1/+0 until end of turn. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mascot Exhibition Sorcery -- Lesson Create a 2/1 white and black Inkling creature token with flying, a 3/2 red and white Spirit creature token, and a 4/4 blue and red Elemental creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necrotic Fumes Sorcery -- Lesson As an additional cost to cast this spell, exile a creature you control. Exile target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pest Summoning Sorcery -- Lesson Create two 1/1 black and green Pest creature tokens with "When this token dies, you gain 1 life." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ray of Enfeeblement Instant Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead.

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(B)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 - - -

Creatures you control get +1/+1.

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