

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
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Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. 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
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Legendary Land

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④ W W W

Sorcery

Emeria, Shattered Skyclave

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

Mistgate Pathway

Land

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Land

Mistgate Pathway

Land

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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

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

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Land

If you control two or more other lands, this land enters tapped.

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

{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.

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① ②

Instant

Destroy target creature. You lose 2 life.

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sheet 3/10 - 8 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.

Kaito Shizuki 1 U B Legendary Planeswalker -- Kaito At the beginning of your end step, if Kaito entered this turn, he phases out. [+1]: Draw a card. Then discard a card unless you attacked this turn. [-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked." [-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaito Shizuki 1 U B Legendary Planeswalker -- Kaito At the beginning of your end step, if Kaito entered this turn, he phases out. [+1]: Draw a card. Then discard a card unless you attacked this turn. [-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked." [-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaito Shizuki 1 U B Legendary Planeswalker -- Kaito At the beginning of your end step, if Kaito entered this turn, he phases out. [+1]: Draw a card. Then discard a card unless you attacked this turn. [-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked." [-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaito Shizuki 1 U B Legendary Planeswalker -- Kaito At the beginning of your end step, if Kaito entered this turn, he phases out. [+1]: Draw a card. Then discard a card unless you attacked this turn. [-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked." [-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle." L 3 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	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	March of Otherworldly Light X W Instant As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	March of Otherworldly Light X W Instant As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PinkyWorld - Standard (Standard League)

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Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 4/4 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}. 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}. 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}. 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Shatter (2)(B) Instant Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. 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
The Wandering Emperor (2)(W)(W) Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Wandering Emperor (2)(W)(W) Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Wandering Emperor (2)(W)(W) Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Wandering Emperor (2)(W)(W) Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Archon of Emerica 2 W Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Emerica 2 W Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Emerica 2 W Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Check for Traps 1 B Sorcery Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If an instant card or a card with flash is exiled this way, they lose 1 life. Otherwise, you lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.) [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	Farewell (4)(W)(W) Sorcery Choose one or more -- * Exile all artifacts. * Exile all creatures. * Exile all enchantments. * Exile all graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Farewell (4)(W)(W) Sorcery Choose one or more -- * Exile all artifacts. * Exile all creatures. * Exile all enchantments. * Exile all graveyards. [sideboard] 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. [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. 3/4 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." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ray of Enfeeblement (B) 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

Ray of Enfeeblement

B

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

Ray of Enfeeblement

B

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

Reckoner Bankbuster

②

Artifact -- Vehicle

This Vehicle enters with three charge counters on it.

{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."

Crew 3

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev