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| <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          |
| <div><div><div>Adarkar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Adarkar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Adarkar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Blast Zone</div></div><div>Land</div><div>This land enters with a charge counter on it.<br/>{T}: Add {C}.<br/>{X}{X}, {T}: Put X charge counters on this land.<br/>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Blast Zone

Land

This land enters with a charge counter on it.

{T}: Add {C}.

{X}{X}, {T}: Put X charge counters on this land.

{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.

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## Ephara's Dispersal (2)(U)

Instant

This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. **Surveil 2.** (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

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### Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

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## Floodfarm Verge

Land

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{T}: Add {U}. Activate only if you control a Plains or an Island.

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## Founding the Third Path ①②

## Enchantment - - Saga

Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)

I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.

II -- Target player mills four cards.

III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.

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## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

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Marang River Regent 4UU

Creature - - Dragon

Flying  
When this creature enters, return up to two other target nonland permanents to their owners' hands.

6/7

- - - ADVENTURE - - -

## Coil and Catch (3U)

Instant - - Omen

Draw three cards, then discard a card.  
(Then shuffle this card into its  
owner's library.)

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Playtest cards - treyb - Standard (ReCQ - Standard - SCG CON Minneapolis - Friday - 4:00 p

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.



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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Moment of Truth</div><div><div>1</div><div>U</div></div><div>Instant</div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Moment of Truth</div><div><div>1</div><div>U</div></div><div>Instant</div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Moment of Truth</div><div><div>1</div><div>U</div></div><div>Instant</div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                           | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                           | <div>Roiling Dragonstorm1U</div> <div>Enchantment</div> <div>When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Roiling Dragonstorm1U</div> <div>Enchantment</div> <div>When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                |
| <div><div>Stock Up</div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up</div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up</div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up</div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① W W

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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① W W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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② W W

When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.

[sideboard]

4/5

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② W W

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[sidebar]

4/5

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②③

Flying  
Activated abilities of artifacts,  
creatures, and planeswalkers can't  
be activated.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flying  
Activated abilities of artifacts,  
creatures, and planeswalkers can't  
be activated.

[sidebar]

3/3

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| <div> <b>Day of Judgment</b> <span>(2)(W)(W)</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Destroy all creatures.</p> <p>[sideboard]</p> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                                                                                                                                                                                                                                                                                | <div> <b>Get Lost</b> <span>(1)(W)</span> </div> <hr/> <div>Instant</div> <hr/> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <p>[sideboard]</p> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> | <div> <b>Get Lost</b> <span>(1)(W)</span> </div> <hr/> <div>Instant</div> <hr/> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <p>[sideboard]</p> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> | <div> <b>Kutzil's Flanker</b> <span>(2)(W)</span> </div> <hr/> <div>Creature -- Cat Warrior</div> <hr/> <p>Flash<br/>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</li> <li>* You gain 2 life and scry 2.</li> <li>* Exile target player's graveyard.</li> </ul> <p>[sideboard]</p> <div> <div>3/1</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                      |
| <div> <b>Kutzil's Flanker</b> <span>(2)(W)</span> </div> <hr/> <div>Creature -- Cat Warrior</div> <hr/> <p>Flash<br/>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</li> <li>* You gain 2 life and scry 2.</li> <li>* Exile target player's graveyard.</li> </ul> <p>[sideboard]</p> <div> <div>3/1</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> | <div> <b>Negate</b> <span>(1)(U)</span> </div> <hr/> <div>Instant</div> <hr/> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                                                                                                                                                             | <div> <b>Negate</b> <span>(1)(U)</span> </div> <hr/> <div>Instant</div> <hr/> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                                                                                                                                                             | <div> <b>Overlord of the Mistmoors</b> <span>(5)(W)(W)</span> </div> <hr/> <div>Enchantment Creature -- Avatar Horror</div> <hr/> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>[sideboard]</p> <div> <div>6/6</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div> <b>Overlord of the Mistmoors</b> 5 W W </div> <div> Enchantment Creature -- Avatar Horror </div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <b>Voice of Victory</b> 1 W </div> <div> Creature -- Human Bard </div> <div> <p>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <b>Voice of Victory</b> 1 W </div> <div> Creature -- Human Bard </div> <div> <p>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
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