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| <div><div>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div><div>Sorcery</div><div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div><div>----- BACK FACE -----</div><div>Agadeem, the Undercrypt</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div><div>Sorcery</div><div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div><div>----- BACK FACE -----</div><div>Agadeem, the Undercrypt</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Castle Locthwain</div><div>Land</div><div>This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Clearwater Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Clearwater Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       |
| <div><div>Clearwater Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Clearwater Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                  | <div><div>Clearwater Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Clearwater Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                  | <div><div>Clearwater Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Clearwater Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Didn't Say Please</div><div><div>1</div><div>U</div><div>U</div></div><div>Instant</div><div>Counter target spell. Its controller mills three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Disdainful Stroke

① ②

Instant

Counter target spell with mana value 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drown in the Loch

UB

Instant

Choose one --

- \* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.
- \* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drown in the Loch

UB

Instant

Choose one --

- \* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.
- \* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drown in the Loch

U B

Instant

```
Choose one --
* Counter target spell with mana
value less than or equal to the
number of cards in its controller's
graveyard.
* Destroy target creature with mana
value less than or equal to the
number of cards in its controller's
graveyard.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drown in the Loch

UB

Instant

Choose one --

- \* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.
- \* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Heartless Act

1 B

Instant

Choose one --

- \* Destroy target creature with no counters on it.
- \* Remove up to three counters from target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Heartless Act

1 B

Instant

Choose one --

- \* Destroy target creature with no counters on it.
- \* Remove up to three counters from target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Heartless Act

① ②

Instant

```
Choose one --
* Destroy target creature with no
counters on it.
* Remove up to three counters from
target creature.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Heartless Act

1 B

Instant

Choose one --

- \* Destroy target creature with no counters on it.
- \* Remove up to three counters from target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Into the Story

5 U U

Instant

This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.  
Draw four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Into the Story

5 U U

Instant

This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.  
Draw four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Into the Story

5 U U

Instant

This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.  
Draw four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Into the Story</div><div>5UU</div></div><div><div>Instant</div><div>This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard.<br/>Draw four cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                       |
| <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                            | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Merfolk Windrobber</div><div>U</div></div><div><div>Creature -- Merfolk Rogue</div><div>Flying<br/>Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)<br/>Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>1/1</div></div> |

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Merfolk Windrobber</div><div>①</div></div><div>Creature -- Merfolk Rogue</div><div><div>Flying</div><div>Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)</div><div>Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Merfolk Windrobber</div><div>①</div></div><div>Creature -- Merfolk Rogue</div><div><div>Flying</div><div>Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)</div><div>Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Merfolk Windrobber</div><div>①</div></div><div>Creature -- Merfolk Rogue</div><div><div>Flying</div><div>Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)</div><div>Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mystical Dispute</div><div>②①</div></div><div>Instant</div><div><div>This spell costs {2} less to cast if it targets a blue spell.</div><div>Counter target spell unless its controller pays {3}.</div></div><div><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          |
| <div><div><div>Of One Mind</div><div>②①</div></div><div>Sorcery</div><div><div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.</div><div>Draw two cards.</div></div><div><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              | <div><div><div>Of One Mind</div><div>②①</div></div><div>Sorcery</div><div><div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.</div><div>Draw two cards.</div></div><div><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              | <div><div><div>Of One Mind</div><div>②①</div></div><div>Sorcery</div><div><div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.</div><div>Draw two cards.</div></div><div><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              | <div><div><div>Ruin Crab</div><div>①</div></div><div>Creature -- Crab</div><div><div>Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)</div></div><div><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

U

Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flash  
Flying  
As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0.  
Whenever one or more Rogues you control attack, each opponent mills two cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                    |
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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                              | <div>Temple of Deceit</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                              | <div>Temple of Deceit</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                              |
| <div>Temple of Deceit</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thieves' Guild Enforcer <sup>ⓑ</sup></div> <div>Creature -- Human Rogue</div> <div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thieves' Guild Enforcer <sup>ⓑ</sup></div> <div>Creature -- Human Rogue</div> <div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thieves' Guild Enforcer <sup>ⓑ</sup></div> <div>Creature -- Human Rogue</div> <div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Thieves' Guild Enforcer (B)</div><div>Creature -- Human Rogue</div><div>Flash<br/>Whenever this creature or another Rogue you control enters, each opponent mills two cards.<br/>As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>({T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>({T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>({T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Cling to Dust (B)</div><div>Instant</div><div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.<br/>Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cling to Dust (B)</div><div>Instant</div><div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.<br/>Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Crippling Fear (2(B)(B))</div><div>Sorcery</div><div>Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Crippling Fear (2(B)(B))</div><div>Sorcery</div><div>Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Disdainful Stroke</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                            | <div> <b>Eliminate</b> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div>Destroy target creature or planeswalker with mana value 3 or less.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                      | <div> <b>Epic Downfall</b> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Exile target creature with mana value 3 or greater.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                              | <div> <b>Epic Downfall</b> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Exile target creature with mana value 3 or greater.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                         |
| <div> <b>Extinction Event</b> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Lurrus of the Dream-Den</b> <div> <div>1</div> <div>M/B</div> <div>M/B</div> </div> </div> <div>Legendary Creature -- Cat Nightmare</div> <div>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</div> <div>Lifelink</div> <div>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</div> <div>[sideboard]</div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Mystical Dispute</b> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.</div> <div>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Skyclave Shade</b> <div> <div>1</div> <div>B</div> </div> </div> <div>Creature -- Shade</div> <div>Kicker {2}{B}</div> <div>This creature can't block.</div> <div>If this creature was kicked, it enters with two +1/+1 counters on it.</div> <div>Landfall -- Whenever a land you control enters, if this card is in your graveyard and it's your turn, you may cast it from your graveyard this turn.</div> <div>[sideboard]</div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - KungFuu - Standard (Standard League)

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.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

1 B

Kicker {2}{B}

This creature can't block.

If this creature was kicked, it enters with two +1/+1 counters on it.

Landfall -- Whenever a land you control enters, if this card is in your graveyard and it's your turn, you may cast it from your graveyard this turn.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev