

Card

- - - OTHER FACE - - -

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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① ②

Instant

Destroy target creature or planeswalker with mana value 3 or less.

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Instant

Counter target creature spell.

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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 2/10 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Heartless Act Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the Story 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 PLAYbotbox.dev	Into the Story 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 PLAYbotbox.dev	Into the Story 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 PLAYbotbox.dev

Into the Story 5UUU 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	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Merfolk Windrobber Ⓢ Creature -- Merfolk Rogue Flying 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.) Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merfolk Windrobber Ⓢ Creature -- Merfolk Rogue Flying 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.) Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merfolk Windrobber Ⓢ Creature -- Merfolk Rogue Flying 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.) Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Miscast Ⓢ Instant Counter target instant or sorcery spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Of One Mind ②Ⓢ Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Of One Mind ②Ⓢ Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Of One Mind ②Ⓢ Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruin Crab Ⓢ Creature -- Crab 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

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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

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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.

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

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

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

Thieves' Guild Enforcer (B)

Creature -- Human Rogue

Flash
Whenever this creature or another
Rogue you control enters, each
opponent mills two cards.
As long as an opponent has eight or
more cards in their graveyard, this
creature gets +2/+1 and has
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1/1

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Thieves' Guild Enforcer (B)

Creature -- Human Rogue

Flash
Whenever this creature or another
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As long as an opponent has eight or
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1/1

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Zagoth Triome

Land -- Swamp Forest Island

(T: Add {B}, {G}, or {U}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

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Zagoth Triome

Land - - Swamp Forest Island

({T}: Add {B}, {G}, or {U}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

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Bloodchief's Thirst (B)

Sorcery

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)
Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.

[sidebar]

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Bloodchief's Thirst (B)

Sorcery

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)
Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.

[sidebar]

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Cling to Dust

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--**{3}{B}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

[sidebar]

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Dead Weight

Enchantment -- Aura

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Enchant creature
Enchanted creature gets -2/-2.
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[sideboard]

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Playtest cards - GoDennison - Standard (Standard Challenge)

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

Dead Weight B Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lullmage's Domination XUUU Sorcery This spell costs {3} less to cast if it targets a creature whose controller has eight or more cards in their graveyard. Gain control of target creature with mana value X. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lullmage's Domination XUUUU Sorcery This spell costs {3} less to cast if it targets a creature whose controller has eight or more cards in their graveyard. Gain control of target creature with mana value X. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lurrus of the Dream-Den 1W/BW/B Legendary Creature -- Cat Nightmare 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.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/2
Miscast U Instant Counter target instant or sorcery spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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