

Clearwater Pathway Card Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Didn't Say Please Instant Counter target spell. Its controller mills three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Didn't Say Please Instant Counter target spell. Its controller mills three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in the Loch 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 PLAYbotbox.dev	Drown in the Loch 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 PLAYbotbox.dev	Drown in the Loch 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 PLAYbotbox.dev

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

Drown in the Loch



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



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



Instant

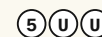
Choose one - -

* 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



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

Playtest cards - kvza - 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 3/10 - 8 cards - 2.5 x 3.5 in each

Into the Story 5UU 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 5UU 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 5UU 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	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

X U U U

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.

botbox.dev

X U U U

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.

botbox.dev

U

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.

botbox.dev

U

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.

botbox.dev

U

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

botbox.dev

②③

Sorcery

This spell costs {2} less to cast if you control a Human creature and a non-Human creature.

Draw two cards.

botbox.dev

②③

Sorcery

This spell costs {2} less to cast if you control a Human creature and a non-Human creature.

Draw two cards.

botbox.dev

U

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

botbox.dev

Playtest cards - kvza - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Ruin Crab U 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	Ruin Crab U 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	Ruin Crab U 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	Soaring Thought-Thief U B Creature -- Human Rogue 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
Soaring Thought-Thief U B Creature -- Human Rogue 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	Soaring Thought-Thief U B Creature -- Human Rogue 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	Soaring Thought-Thief U B Creature -- Human Rogue 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	Swamp Basic Land -- Swamp ({T}: 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	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 ^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 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 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 deathtouch. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 deathtouch. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eliminate (1)(B) Instant Destroy target creature or planeswalker with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lullmage's Domination (X)(U)(U)(U) 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 (1)(W/B)(W/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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute (2)(U) 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

Playtest cards - kvza - 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

Mystical Dispute 2 U 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 2 U 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 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skyclave Shade 1 B Creature -- Shade 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. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Shade 1 B Creature -- Shade 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. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Shade 1 B Creature -- Shade 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. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Shade 1 B Creature -- Shade 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. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

