

Agadeem's Awakening X B B B Sorcery Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. ----- BACK FACE ----- Agadeem, the Undercrypt Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agadeem's Awakening X B B B Sorcery Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. ----- BACK FACE ----- Agadeem, the Undercrypt Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Locthwain Land 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. ----- OTHER FACE ----- Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Card ----- OTHER FACE ----- Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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Heartless Act1B 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 Story5UU 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 Story5UU 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 Story5UU 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

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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	Mystical Dispute 2 Ⓢ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystical Dispute 2 Ⓢ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target 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	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

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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

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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
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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	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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Cling to Dust (B) 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cling to Dust (B) 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crippling Fear (2(B)(B)) Sorcery Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crippling Fear (2(B)(B)) Sorcery Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crippling Fear (2)(B)(B) Sorcery Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead Weight (B) Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead Weight (B) Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. [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
Essence Scatter (1)(U) Instant Counter target creature spell. [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	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.

[sidebar]

3/1

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[sideboard]

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3/1

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