

Barkchannel Pathway

Land

{T}: Add {G}.

Tidechannel Pathway

Land

{T}: Add {U}.

Branchloft Pathway

Land

{T}: Add {G}.

Boulderloft Pathway

Land

{T}: Add {W}.

Barkchannel Pathway

Land

{T}: Add {G}.

Tidechannel Pathway

Land

{T}: Add {U}.

Branchloft Pathway

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Land

{T}: Add {W}.

Playtest cards - levunga21 - 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 1/10 - 8 cards - 2.5 x 3.5 in each

Chulane, Teller of Tales (2)(G)(W)(U) Legendary Creature -- Human Druid Vigilance Whenever you cast a creature spell, draw a card, then you may put a land card from your hand onto the battlefield. {3}, {T}: Return target creature you control to its owner's hand. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chulane, Teller of Tales (2)(G)(W)(U) Legendary Creature -- Human Druid Vigilance Whenever you cast a creature spell, draw a card, then you may put a land card from your hand onto the battlefield. {3}, {T}: Return target creature you control to its owner's hand. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clarion Spirit (1)(W) Creature -- Spirit Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clarion Spirit (1)(W) Creature -- Spirit Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Edgwall Innkeeper 6 Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Edgwall Innkeeper 6 Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 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
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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Killer Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ADVENTURE Chop Down Instant -- Adventure Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Giant Killer Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ADVENTURE Chop Down Instant -- Adventure Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Killer Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ADVENTURE Chop Down Instant -- Adventure Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Killer Creature -- Human Peasant {1}{W}, {T}: Tap target creature. 1/2 ADVENTURE Chop Down Instant -- Adventure Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. BACK FACE Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Jaspera Sentinel 6 Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jaspera Sentinel 6 Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jaspera Sentinel 6 Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jaspera Sentinel 6 Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lotus Cobra 1 6 Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lotus Cobra 1 6 Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lotus Cobra 1 6 Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast 2 6 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire 6 Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lovestruck Beast 2 6 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire 6 Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast 2 6 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire 6 Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast 2 6 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire 6 Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Of One Mind 2 U 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

②③

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

②③

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

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

3/1

W

Return target permanent you control to its owner's hand. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

$$\{T\}: \text{Add } \{G\}.$$

1/1

Land

This land enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

$$\{T\}: \text{Add } \{G\}.$$

1/1

Land

This land enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Plenty 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 {G} or {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toski, Bearer of Secrets Legendary Creature -- Squirrel This spell can't be countered. Indestructible Toski attacks each combat if able. Whenever a creature you control deals combat damage to a player, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toski, Bearer of Secrets Legendary Creature -- Squirrel This spell can't be countered. Indestructible Toski attacks each combat if able. Whenever a creature you control deals combat damage to a player, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toski, Bearer of Secrets Legendary Creature -- Squirrel This spell can't be countered. Indestructible Toski attacks each combat if able. Whenever a creature you control deals combat damage to a player, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Archon of Absolution Creature -- Archon Flying Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.) Creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

① W

When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R/G

Companion-- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

① ② G

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

②③

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

②③

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

Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt 1 G Instant Destroy target artifact or enchantment. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt 1 G Instant Destroy target artifact or enchantment. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each