

Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crackling Doom R W B Instant Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crackling Doom R W B Instant Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crackling Doom R W B Instant Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crackling Doom R W B Instant Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.

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6 U U

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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U

Counter target instant spell.

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At the beginning of your upkeep, if you control six or more lands, create a 5/5 red Dragon creature token with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonmaster Outcast Ⓜ Creature -- Human Shaman At the beginning of your upkeep, if you control six or more lands, create a 5/5 red Dragon creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Impulse Ⓜ Instant Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Impulse Ⓜ Instant Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Impulse Ⓜ Instant Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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Basic Land -- Island

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

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Legendary Creature -- Human Wizard

{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.

0/2

BACK FACE

Legendary Planeswalker -- Jace

- [+1]: Up to one target creature gets -2/-0 until your next turn.
- [-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.
- [-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."

L 5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

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Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Monastery Land This land enters tapped. {T}: Add {U}, {R}, or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Monastery Land This land enters tapped. {T}: Add {U}, {R}, or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Monastery Land This land enters tapped. {T}: Add {U}, {R}, or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ojutai's Command Instant Choose two -- * Return target creature card with mana value 2 or less from your graveyard to the battlefield. * You gain 4 life. * Counter target creature spell. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ojutai's Command Instant Choose two -- * Return target creature card with mana value 2 or less from your graveyard to the battlefield. * You gain 4 life. * Counter target creature spell. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ojutai's Command 2 W U Instant Choose two -- * Return target creature card with mana value 2 or less from your graveyard to the battlefield. * You gain 4 life. * Counter target creature spell. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Radiant Flames 2 R Sorcery Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Radiant Flames 2 R Sorcery Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roast 1 R Sorcery Roast deals 5 damage to target creature without flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roast 1 R Sorcery Roast deals 5 damage to target creature without flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Smoldering Marsh Land -- Swamp Mountain {T}: Add {B} or {R}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulfire Grand Master 1 W Creature -- Human Monk Lifelink Instant and sorcery spells you control have lifelink. {2}{U/R}{U/R}: The next time you cast an instant or sorcery spell from your hand this turn, put that card into your hand instead of into your graveyard as it resolves. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulfire Grand Master 1 W Creature -- Human Monk Lifelink Instant and sorcery spells you control have lifelink. {2}{U/R}{U/R}: The next time you cast an instant or sorcery spell from your hand this turn, put that card into your hand instead of into your graveyard as it resolves. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunken Hollow Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JohnnyHotSauce - Standard (Standard Daily Swiss)

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 7/10 - 8 cards - 2.5 x 3.5 in each

Land -- Island Swamp

(**{T}**: Add **{U}** or **{B}**.)
This land enters tapped unless you control two or more basic lands.

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Basic Land -- Swamp

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

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2 W B

Instant

Exile target nonland permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2WB

Instant

Exile target nonland permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Sorcery

Search your library for a card, put that card into your hand, then shuffle.

Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Instant

Counter target spell with mana value
4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Silumgar 4UB Legendary Creature -- Elder Dragon Flying, deathtouch When Dragonlord Silumgar enters, gain control of target creature or planeswalker for as long as you control Dragonlord Silumgar. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erase W Instant Exile target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Felidar Cub 1W Creature -- Cat Beast Sacrifice this creature: Destroy target enchantment. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Infinite Obliteration 1BB Sorcery Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Languish 2BB Sorcery All creatures get -4/-4 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mastery of the Unseen 1W Enchantment Whenever a permanent you control is turned face up, you gain 1 life for each creature you control. {3}{W}: Manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Painful Truths 2B Sorcery Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

2 B

Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.

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② R

Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Creature tokens get -2/-2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev