

Anticipate 1 U Instant Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anticipate 1 U Instant Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Clash of Wills X U Instant Counter target spell unless its controller pays {X}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clash of Wills X U Instant Counter target spell unless its controller pays {X}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dig Through Time 6 U U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dig Through Time 6 U U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dig Through Time 6 U U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haven of the Spirit Dragon Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Dragon creature spell. {2}, {T}, Sacrifice this land: Return target Dragon creature card or Ugin planeswalker card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horribly Awry Instant Devoid (This card has no color.) Counter target creature spell with mana value 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. 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
Jace, Vryn's Prodigy 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 ----- Jace, Telepath Unbound 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, Vryn's Prodigy 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 ----- Jace, Telepath Unbound 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, Vryn's Prodigy 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 ----- Jace, Telepath Unbound 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, Vryn's Prodigy 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 ----- Jace, Telepath Unbound 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dcharlton - Standard (Standard Daily Swiss)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

2 B B

All creatures get -4/-4 until end of turn.

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Land

{T}: Add {C}.
 {1}, {T}: Put a storage counter on this land.
 {T}, Remove any number of storage counters from this land: Add {C} for each storage counter removed this way.

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Land

```
{T}: Add {C}.
{1}, {T}: Put a storage counter on
this land.
{T}, Remove any number of storage
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each storage counter removed this
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```

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4 B

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

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①②

Counter target noncreature spell.

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Legendary Planeswalker -- Nixilis

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[+1]: You draw a card and you lose 1
life.
[-3]: Destroy target creature.
[-8]: Target opponent gets an emblem
with "Whenever a player draws a
card, you lose 2 life."
```

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ojutai's Command2WU 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 Command2WU 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 Command2WU 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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Planar Outburst3WW Sorcery Destroy all nonland creatures. Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Planar Outburst3WW Sorcery Destroy all nonland creatures. Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

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Prairie Stream Land -- Plains Island {T}: Add {W} or {U}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scatter to the Winds ①④④ Instant Counter target spell. Awaken 3--{4}{U}{U} (If you cast this spell for {4}{U}{U}, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shambling Vent Land This land enters tapped. {T}: Add {W} or {B}. {1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shambling Vent Land This land enters tapped. {T}: Add {W} or {B}. {1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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 PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ugin, the Spirit Dragon⑧ Legendary Planeswalker -- Ugin [+2]: Ugin deals 3 damage to any target. [-X]: Exile each permanent with mana value X or less that's one or more colors. [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ugin, the Spirit Dragon⑧ Legendary Planeswalker -- Ugin [+2]: Ugin deals 3 damage to any target. [-X]: Exile each permanent with mana value X or less that's one or more colors. [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ultimate Price

Instant

Destroy target monocolored creature.

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Utter End

Instant

Exile target nonland permanent.

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Utter End

Instant

Exile target nonland permanent.

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Windswept Heath

Land

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

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Arashin Cleric

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sideboard]

1/3

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Arashin Cleric

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sideboard]

1/3

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Dispel

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel

Instant

Counter target instant spell.

[sideboard]

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Dragonlord Silumgar (4)(U)(B) 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	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infinite Obliteration (1)(B)(B) 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
Monastery Mentor (2)(W) Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Mentor (2)(W) Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Righteousness (1)(W) Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Righteousness (1)(W) Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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