

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	Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cinder Glade Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped unless you control two or more basic lands. 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

Crater's Claws X R Sorcery Crater's Claws deals X damage to any target. Ferocious -- Crater's Claws deals X plus 2 damage instead if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Draconic Roar 1 R Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Draconic Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast this spell, Draconic Roar deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Draconic Roar 1 R Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Draconic Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast this spell, Draconic Roar deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Draconic Roar 1 R Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Draconic Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast this spell, Draconic Roar deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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®

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.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

{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 - - -

[+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

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

Jace, Vryn's Prodigy

1

U

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mantis Rider

U

R

W

Creature -- Human Monk

Flying, vigilance, haste

3/3

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Creature -- Human Monk

Flying, vigilance, haste

3/3

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Mantis Rider

U

R

W

Creature -- Human Monk

Flying, vigilance, haste

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain

Basic Land -- Mountain

{{T}}: Add {R}.

3/3

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4 B

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

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

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

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

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Savage Knuckleblade (G)(U)(R) Creature -- Ogre Warrior {2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. {2}{U}: Return this creature to its owner's hand. {R}: This creature gains haste until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savage Knuckleblade (G)(U)(R) Creature -- Ogre Warrior {2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. {2}{U}: Return this creature to its owner's hand. {R}: This creature gains haste until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savage Knuckleblade (G)(U)(R) Creature -- Ogre Warrior {2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. {2}{U}: Return this creature to its owner's hand. {R}: This creature gains haste until end of turn. 4/4 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. 4/4 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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunderbreak Regent (2)(R)(R) Creature -- Dragon Flying Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunderbreak Regent (2)(R)(R) Creature -- Dragon Flying Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - StarBeryl - 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 6/10 - 8 cards - 2.5 x 3.5 in each

Thunderbreak Regent (2)(R)(R) Creature -- Dragon Flying Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunderbreak Regent (2)(R)(R) Creature -- Dragon Flying Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Woodland Wanderer 36 Creature -- Elemental Vigilance, trample Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Wanderer 36 Creature -- Elemental Vigilance, trample Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Wanderer 36 Creature -- Elemental Vigilance, trample Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Wanderer 36 Creature -- Elemental Vigilance, trample Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Exert Influence 4U Sorcery Converge -- Gain control of target creature if its power is less than or equal to the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

④ ⑤

Converge -- Gain control of target creature if its power is less than or equal to the number of colors of mana spent to cast this spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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.)

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑧

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Self-Inflicted Wound ① ②

Sorcery

Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Transgress the Mind ① ②

Sorcery

Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev