

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
Chandra's Ignition (3)(R)(R) Sorcery Target creature you control deals damage equal to its power to each other creature and each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chandra's Ignition (3)(R)(R) Sorcery Target creature you control deals damage equal to its power to each other creature and each opponent. 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	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. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Basic Land -- Forest

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Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Warrior

2/2

Creature -- Human Warrior

2/2

Creature -- Human Warrior

2/2

Creature -- Human Warrior

2/2

Basic Land -- Island

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Legendary Planeswalker -- Kiora

L 4

Lumbering Falls Land This land enters tapped. {T}: Add {G} or {U}. {2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumbering Falls Land This land enters tapped. {T}: Add {G} or {U}. {2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumbering Falls Land This land enters tapped. {T}: Add {G} or {U}. {2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumbering Falls Land This land enters tapped. {T}: Add {G} or {U}. {2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Cut Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Cut Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Cut Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

Land

{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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Human Shaman

{T}: Add {G}, {U}, or {R}.
Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When this creature is turned face up, add {G}{U}{R}.

2/1

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① ⑥

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① ⑥

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face down as a 2/2 creature for {3}.
Turn it face up any time for its
morph cost.)
When this creature is turned face
up, add {G}{U}{R}.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rattleclaw Mystic 1 G Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 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	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	Sarkhan Unbroken 2 G U R Legendary Planeswalker -- Sarkhan [+1]: Draw a card, then add one mana of any color. [-2]: Create a 4/4 red Dragon creature token with flying. [-8]: Search your library for any number of Dragon creature cards, put them onto the battlefield, then shuffle. L 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

Playtest cards - ura_frst - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.dev <td> 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 PLAYbotbox.dev <td> Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Smoldering Marsh Land -- Swamp Mountain {T}: Add {B} or {R}.) This land enters tapped unless you control two or more basic lands. 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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.

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Swamp

Basic Land -- Swamp

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

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Tasigur, the Golden Fang (5)(B)

Legendary Creature -- Human Shaman

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.

4/5

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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.

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3 G

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 PLAY botbox.dev

Woodland Wanderer 3 6 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 3 6 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 3 6 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	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel U Instant Counter target instant spell. [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

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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]

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① ⑥

You gain 5 life.
Ferocious -- You gain 10 life
instead if you control a creature
with power 4 or greater.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

You gain 5 life.
Ferocious -- You gain 10 life
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sidebar]

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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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Self-Inflicted Wound 1 B 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	Self-Inflicted Wound 1 B 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	Virulent Plague 2 B Enchantment Creature tokens get -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	