

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	Crux of Fate 3 B B Sorcery Choose one -- * Destroy all Dragon creatures. * Destroy all non-Dragon creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crux of Fate 3 B B Sorcery Choose one -- * Destroy all Dragon creatures. * Destroy all non-Dragon creatures. 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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Dragonlord Ojutai 3WU Legendary Creature -- Elder Dragon Flying Dragonlord Ojutai has hexproof as long as it's untapped. Whenever Dragonlord Ojutai deals combat damage to a player, 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. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Ojutai 3WU Legendary Creature -- Elder Dragon Flying Dragonlord Ojutai has hexproof as long as it's untapped. Whenever Dragonlord Ojutai deals combat damage to a player, 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. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Ojutai 3WU Legendary Creature -- Elder Dragon Flying Dragonlord Ojutai has hexproof as long as it's untapped. Whenever Dragonlord Ojutai deals combat damage to a player, 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. 5/4 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. 3/5 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Foul-Tongue Invocation 2B Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Target player sacrifices a creature of their choice. If you revealed a Dragon card or controlled a Dragon as you cast this spell, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foul-Tongue Invocation 2B Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Target player sacrifices a creature of their choice. If you revealed a Dragon card or controlled a Dragon as you cast this spell, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foul-Tongue Invocation 2B Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Target player sacrifices a creature of their choice. If you revealed a Dragon card or controlled a Dragon as you cast this spell, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace, Vryn's Prodigy 1U 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 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 PLAYbotbox.dev	Jace, Vryn's Prodigy 1U 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 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 PLAYbotbox.dev	Jace, Vryn's Prodigy 1U 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 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 PLAYbotbox.dev	Jace, Vryn's Prodigy 1U 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 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 PLAYbotbox.dev
Negate 1U Instant Counter target noncreature spell. 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	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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Scatter to the Winds ①②③ 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	Silumgar's Scorn ②③ Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Counter target spell unless its controller pays {1}. If you revealed a Dragon card or controlled a Dragon as you cast this spell, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Silumgar's Scorn Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Counter target spell unless its controller pays {1}. If you revealed a Dragon card or controlled a Dragon as you cast this spell, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silumgar's Scorn Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Counter target spell unless its controller pays {1}. If you revealed a Dragon card or controlled a Dragon as you cast this spell, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silumgar's Scorn Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Counter target spell unless its controller pays {1}. If you revealed a Dragon card or controlled a Dragon as you cast this spell, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
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Ultimate Price 1B Instant Destroy target monocolored creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ultimate Price 1B Instant Destroy target monocolored creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utter End 2WB Instant Exile target nonland permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utter End 2WB Instant Exile target nonland permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arashin Cleric 1W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric 1W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 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

2 B

As an additional cost to cast this spell, you may reveal a Dragon card from your hand.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B

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

② ② W

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.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

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

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Destroy target black or red creature that's attacking or blocking. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B

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.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultimate Price 1 B Instant Destroy target monocolored creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utter End 2 W B Instant Exile target nonland permanent. [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	
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Playtest cards - Syl dra - 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 10/10 - 3 cards - 2.5 x 3.5 in each