

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	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 PLAYbotbox.dev

Dig Through Time 6UU 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. 3/5 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	Dragonmaster Outcast R 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	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fiery Impulse R 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 R 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 R 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	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

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Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 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

Playtest cards - Kikurek - 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 3/10 - 8 cards - 2.5 x 3.5 in each

Jace, Vryn's Prodigy 1 U 0/2 BACK FACE Jace, Telepath Unbound L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, Vryn's Prodigy 1 U 0/2 BACK FACE Jace, Telepath Unbound L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jeskai Charm U R W 3/3 BACK FACE 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolaghan's Command 1 B R 3/3 BACK FACE 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mantis Rider U R W Creature -- Human Monk Flying, vigilance, haste 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Mystic Monastery Land This land enters tapped. {T}: Add {U}, {R}, or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Negate 1 U Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. 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 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 PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 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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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 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	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

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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Slash (R) Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Arashin Cleric (1)(W) Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arashin Cleric (1)(W) Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 ② W

Sacrifice this creature: Destroy target enchantment.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

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

①②

Counter target noncreature 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

Radiant Flames 2R Sorcery 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	Radiant Flames 2R Sorcery 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	Roast 1R Sorcery Roast deals 5 damage to target creature without flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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