

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
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Dig Through Time 6UUU 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 6UUU 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 6UUU 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	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
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	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

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.

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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.

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Island

Basic Land -- Island

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

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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.

[-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

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L 5

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Playtest cards - Jaberwocki - 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 ①① 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 ①① 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	Mage-Ring Network 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mage-Ring Network 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Murderous Cut ④B 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 ④B 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	Negate ①① Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ojutai's Command ②W① 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

2 W U

Choose two --

* You gain 4 life.

* Counter target creature spell.

* Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose two --

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* Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

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③ W W

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 PLAY botbox.dev

③ ④ ⑤

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.)

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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}, 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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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	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	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
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

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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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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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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦⑧

Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Draw three cards.

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8

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 PLAY botbox.dev

8

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 PLAY botbox.dev

① B

Instant

Destroy target monocolored creature.

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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	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 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	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

B

Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W U

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

③ ④ ⑤

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

4 U B

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

4 U B

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

(B)

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

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Infinite Obliteration ①②③ 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	Surge of Righteousness ①④ 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 ①④ 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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