

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	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

Dispel Instant Counter target instant spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Impulse 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 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 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
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Island Basic Land -- Island ({T}: Add {U}.) 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	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
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Playtest cards - xxlmd22 - 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

Monastery Mentor 2 W Creature -- Human Monk 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Mentor 2 W Creature -- Human Monk 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ([T]: Add [R].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystic Monastery Land This land enters tapped. [T]: Add [U], [R], or [W]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystic Monastery Land This land enters tapped. [T]: Add [U], [R], or [W]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystic Monastery Land This land enters tapped. [T]: Add [U], [R], or [W]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 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.

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Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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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	Roast1R Sorcery Roast deals 5 damage to target creature without flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roast1R Sorcery Roast deals 5 damage to target creature without flying. 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	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	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

Soulfire Grand Master ①④W Creature -- Human Monk Lifelink Instant and sorcery spells you control have lifelink. {2}{U/R}{U/R}: The next time you cast an instant or sorcery spell from your hand this turn, put that card into your hand instead of into your graveyard as it resolves. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulfire Grand Master ①④W Creature -- Human Monk Lifelink Instant and sorcery spells you control have lifelink. {2}{U/R}{U/R}: The next time you cast an instant or sorcery spell from your hand this turn, put that card into your hand instead of into your graveyard as it resolves. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulfire Grand Master ①④W Creature -- Human Monk Lifelink Instant and sorcery spells you control have lifelink. {2}{U/R}{U/R}: The next time you cast an instant or sorcery spell from your hand this turn, put that card into your hand instead of into your graveyard as it resolves. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulfire Grand Master ①④W Creature -- Human Monk Lifelink Instant and sorcery spells you control have lifelink. {2}{U/R}{U/R}: The next time you cast an instant or sorcery spell from your hand this turn, put that card into your hand instead of into your graveyard as it resolves. 2/2 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.	Swamp Basic Land -- Swamp ({T}: Add {B}.)	Tasigur, the Golden Fang ⑤⑧ 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 ⑤⑧ 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

Treasure Cruise 7 U Sorcery Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treasure Cruise 7 U Sorcery Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utter End 2 W B Instant Exile target nonland permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utter End 2 W B Instant Exile target nonland permanent. 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	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	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress ⓑ 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 ⓑ 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 ④ⓤ 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	Negate ①ⓤ Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Negate ①ⓤ Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate ①ⓤ Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ob Nixilis Reignited ③ⓑⓑ Legendary Planeswalker -- Nixilis [+1]: You draw a card and you lose 1 life. [-3]: Destroy target creature. [-8]: Target opponent gets an emblem with "Whenever a player draws a card, you lose 2 life." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Flames ②Ⓡ 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 PLAYbotbox.dev

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

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each