

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

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 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	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	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

®

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.

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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.

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Island

Basic Land -- Island

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

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Playtest cards - loystke - 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	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
Kolaghan's Command 1 B R Instant Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolaghan's Command 1 B R Instant Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolaghan's Command 1 B R Instant Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. 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

①②

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Choose two --

- * Return target creature card with mana value 2 or less from your graveyard to the battlefield.
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- * You gain 4 life.
- * Counter target creature spell.
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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

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

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Land -- Plains Island

(**{T}**: Add **{W}** or **{U}**.)
This land enters tapped unless you control two or more basic lands.

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Land -- Plains Island

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

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 PLAY botbox.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.

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① ② W

Enchantment

When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Enchantment

When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)

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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.

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① W

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

① ② W

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.

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.

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Swamp

Basic Land -- Swamp

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

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

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Utter End

Instant

Exile target nonland permanent.

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Arashin Cleric

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arashin Cleric

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arashin Cleric

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke

Instant

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Counter target spell with mana value
4 or greater.
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[sideboard]

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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	Hallowed Moonlight 1W Instant Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Moonlight 1W Instant Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ob Nixilis Reignited 3BB 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 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 PLAYbotbox.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 PLAYbotbox.dev	Surge of Righteousness 1W Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge of Righteousness 1W Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Surge of Righteousness 1 W 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	Transgress the Mind 1 B Sorcery Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Transgress the Mind 1 B Sorcery Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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