

2 B

Devoid (This card has no color.)
Exile target creature with power 3
or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

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Choose one --
* Destroy all Dragon creatures.
* Destroy all non-Dragon creatures.
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6 U U

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.

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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.

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5/4

Dragonlord Ojutai (3)(W)(U) 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 (3)(W)(U) 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 (3)(W)(U) 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 (4)(U)(B) 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
Dragonlord Silumgar (4)(U)(B) 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	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	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

Playtest cards - badboylxr - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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 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
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 PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Jace, Vryn's Prodigy

①Ⓚ

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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Painful Truths

②B

Sorcery

Converge -- You draw X cards and
lose X life, where X is the number
of colors of mana spent to cast this
spell.

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.

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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	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
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	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 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

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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. 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	Ultimate Price Instant Destroy target monocolored creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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 PLAYbotbox.dev	Arashin Cleric Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gideon, Ally of Zendikar (2)(W)(W) Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infinite Obliteration (1)(B)(B) 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	Infinite Obliteration (1)(B)(B) 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	Languish (2)(B)(B) Sorcery All creatures get -4/-4 until end of turn. [sideboard] 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. [sideboard] 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. [sideboard] 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - badboy1xr - Standard (Standard Daily Swiss)

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Surge of Righteousness ①④

Instant

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

[sideboard]

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

[sideboard]

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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.

[sideboard]

4/5

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