

<p>Ajani, Nacatl Pariah ①W</p> <p>Legendary Creature -- Cat Warrior</p> <p>When Ajani enters, create a 2/1 white Cat Warrior creature token.</p> <p>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</p> <p>1/2</p> <p>----- BACK FACE -----</p> <p>Ajani, Nacatl Avenger</p> <p>Legendary Planeswalker -- Ajani</p> <p>[+2]: Put a +1/+1 counter on each Cat you control.</p> <p>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.</p> <p>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Breeding Pool</p> <p>Land -- Forest Island</p> <p>([T]: Add [G] or [U].)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Charming Prince ①W</p> <p>Creature -- Human Noble</p> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> * Scry 2. * You gain 3 life. * Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step. <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Delighted Halfling ⑥</p> <p>Creature -- Halfling Citizen</p> <p>[T]: Add [C].</p> <p>[T]: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Delighted Halfling ⑥</p> <p>Creature -- Halfling Citizen</p> <p>[T]: Add [C].</p> <p>[T]: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Delighted Halfling ⑥</p> <p>Creature -- Halfling Citizen</p> <p>[T]: Add [C].</p> <p>[T]: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Delighted Halfling ⑥</p> <p>Creature -- Halfling Citizen</p> <p>[T]: Add [C].</p> <p>[T]: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Eldritch Evolution ①⑥⑥</p> <p>Sorcery</p> <p>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

1 G G

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3 W

When this creature enters, you may exile another target permanent you control, then return that card to the battlefield under its owner's control.

1/4

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③ ④ W

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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<div>Flooded Strand</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Hallowed Fountain</div> <div>Land -- Plains Island</div> <div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Hedge Maze</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Karmic Guide</div> <div>3WW</div> <div>Creature -- Angel Spirit</div> <div>Flying, protection from black Echo {3}{W}{W} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, return target creature card from your graveyard to the battlefield.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Kiki-Jiki, Mirror Breaker</div> <div>2RRR</div> <div>Legendary Creature -- Goblin Shaman</div> <div>Haste {T}: Create a token that's a copy of target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lotus Cobra</div> <div>1G</div> <div>Creature -- Snake</div> <div>Landfall -- Whenever a land you control enters, add one mana of any color.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Lotus Cobra</div><div><div>1</div><div>6</div></div><div>Creature -- Snake</div><div>Landfall -- Whenever a land you control enters, add one mana of any color.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Cobra</div><div><div>1</div><div>6</div></div><div>Creature -- Snake</div><div>Landfall -- Whenever a land you control enters, add one mana of any color.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Cobra</div><div><div>1</div><div>6</div></div><div>Creature -- Snake</div><div>Landfall -- Whenever a land you control enters, add one mana of any color.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lush Portico</div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

G

When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

You may spend mana as though it were mana of any color to cast planeswalker spells.

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

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When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.

1/1

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① ② ③

Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.

3/2

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<div> <div>Renegade Rallier</div> <div> <div>1</div> <div>G</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warrior</div> <div> <div>Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.</div> <div>3/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Renegade Rallier</div> <div> <div>1</div> <div>G</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warrior</div> <div> <div>Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.</div> <div>3/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sacred Foundry</div> </div> <div> <div>Land -- Mountain Plains</div> <div> <div>{T}: Add {R} or {W}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Saheeli Rai</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div> <div>Legendary Planeswalker -- Saheeli</div> <div> <div>[+1]: Scry 1. Saheeli Rai deals 1 damage to each opponent.</div> <div>[-2]: Create a token that's a copy of target artifact or creature you control, except it's an artifact in addition to its other types. That token gains haste. Exile it at the beginning of the next end step.</div> <div>[-7]: Search your library for up to three artifact cards with different names, put them onto the battlefield, then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div> Stomping Ground </div> <div> Land -- Mountain Forest </div> <div> ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sun Titan </div> <div> Creature -- Giant </div> <div> Vigilance Whenever this creature enters or attacks, you may return target permanent card with mana value 3 or less from your graveyard to the battlefield. </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Teferi, Time Raveler </div> <div> Legendary Planeswalker -- Teferi </div> <div> Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Teferi, Time Raveler </div> <div> Legendary Planeswalker -- Teferi </div> <div> Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div>Consign to Memory U</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Consign to Memory U</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Deputy of Detention 1WU</div> <div>Creature -- Vedalken Wizard</div> <div>When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Endurance 1GG</div> <div>Creature -- Elemental Incarnation</div> <div>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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<div> Izzet Staticaster 1UR </div> <div> Creature -- Human Wizard </div> <div> Flash (You may cast this spell any time you could cast an instant.) Haste {T}: This creature deals 1 damage to target creature and each other creature with the same name as that creature. </div> <div> [sideboard] </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Knight of Autumn 1GW </div> <div> Creature -- Dryad Knight </div> <div> When this creature enters, choose one -- * Put two +1/+1 counters on this creature. * Destroy target artifact or enchantment. * You gain 4 life. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Obsidian Charmaw 3RR </div> <div> Creature -- Dragon </div> <div> This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls. </div> <div> [sideboard] </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Orim's Chant W </div> <div> Instant </div> <div> Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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