

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Concealed Courtyard

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This land enters tapped unless you control two or fewer other lands.
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Djeru and Hazoret (2)(R)(R)(W)

Legendary Creature -- Human God

As long as you have one or fewer cards in hand, Djeru and Hazoret has vigilance and haste. Whenever Djeru and Hazoret attacks, look at the top six cards of your library. You may exile a legendary creature card from among them. Put the rest on the bottom of your library in a random order. Until end of turn, you may cast the exiled card without paying its mana cost.

5/4

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Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun 1R Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun 1R Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun 1R Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Whenever you cast a legendary spell,
untap Rona.
{T}: Draw a card, then discard a card.
{5}{B/P}: Transform Rona. Activate
only as a sorcery. ({B/P} can be paid
with either {B} or 2 life.)

1/3

- - - BACK FACE - - -

Trample
Whenever a source deals damage to Rona, that source's controller exiles a card from their hand at random. If it's a land card, you may put it onto the battlefield under your control. Otherwise, you may cast it without paying its mana cost.

5/5

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Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sigarda, Font of Blessings 2GW Legendary Creature -- Angel Flying Other permanents you control have hexproof. You may look at the top card of your library any time. You may cast Angel spells and Human spells from the top of your library. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sigarda, Font of Blessings 2GW Legendary Creature -- Angel Flying Other permanents you control have hexproof. You may look at the top card of your library any time. You may cast Angel spells and Human spells from the top of your library. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ertai Resurrected 2UB Legendary Creature -- Phyrexian Human Wizard Flash When Ertai Resurrected enters, choose up to one -- * Counter target spell, activated ability, or triggered ability. Its controller draws a card. * Destroy another target creature or planeswalker. Its controller draws a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U B

Flash

When Ertai Resurrected enters, choose up to one --

- * Counter target spell, activated ability, or triggered ability. Its controller draws a card.
- * Destroy another target creature or planeswalker. Its controller draws a card.

3/2

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① W

Exile target artifact, enchantment,
or creature with power 4 or greater.

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Exile target artifact, enchantment, or creature with power 4 or greater.

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①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

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W B

When Jirina enters, exile target player's graveyard.
Sacrifice Jirina: Humans you control gain hexproof and indestructible until end of turn.

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WB

When Jirina enters, exile target player's graveyard.
Sacrifice Jirina: Humans you control gain hexproof and indestructible until end of turn.

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Vigilance
When Loran enters, destroy up to one target artifact or enchantment.
{T}: You and target opponent each draw a card.

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