## Ajani, Nacatl Pariah {1}{W}

Legendary Creature -- Cat Warrior

When Ajani enters, create a 2/1 white Cat Warrior creature token.
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.

1/2

- - - BACK FACE - - -

## Ajani, Nacatl Avenger

Legendary Planeswalker -- Ajani

[+2]: Put a +1/+1 counter on each Cat you control.
[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.
[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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L 3

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## Arena of Glory

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Arid Mesa

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dalkovan Encampment

Land

This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {W}.
{2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dalkovan Encampment

Land

This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {W}.
{2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elegant Parlor

Land -- Mountain Plains

({T}: Add {R} 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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## Galvanic Discharge Ⓡ

Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

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Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Goblin Bombardment (1)(R)

Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

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Sacrifice a creature: This enchantment deals 1 damage to any target.

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Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Guide of Souls (W)

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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## Ocelot Pride {W}

Creature -- Cat

First strike, lifelink
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.

**1/1**

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ragavan, Nimble Pilferer {R}

Legendary Creature -- Monkey Pirate

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.
Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

**2/1**

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**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ranger-Captain of Eos {1}{W}{W}

Creature -- Human Soldier Ranger

When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Sacrifice this creature: Your opponents can't cast noncreature spells this turn.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land -- Mountain Plains

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## Seasoned Pyromancer {1}{R}{R}

Creature -- Human Shaman

When this creature enters, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token.
{3}{R}{R}, Exile this card from your graveyard: Create two 1/1 red Elemental creature tokens.

**2/2**

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

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## Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

1/3

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Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blood Moon {2}{R}

Enchantment

Nonbasic lands are Mountains.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blood Moon {2}{R}

Enchantment

Nonbasic lands are Mountains.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

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## Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

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**Playtest cards - Marsh26211 - Boros Energy (Sunday 8.16 - LFG Con 2026 - MTG: Runback Qual** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Orim's Chant {W}

Instant

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.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sanctifier en-Vec {W}{W}

Creature -- Human Cleric

Protection from black and from red
When this creature enters, exile all cards that are black or red from all graveyards.
If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Legend of Roku {2}{R}{R}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.
II -- Add one mana of any color.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

[sideboard]

- - - BACK FACE - - -

## Avatar Roku

Legendary Creature -- Avatar

Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)
{8}: Create a 4/4 red Dragon creature token with flying and firebending 4.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vexing Bauble {1}

Artifact

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wear {1}{R}

Instant

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

- - - RIGHT HALF - - -

## Tear {W}

Instant

Destroy target enchantment.
Fuse (You may cast one or both halves of this card from your hand.)

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[sideboard]

- - - RIGHT HALF - - -

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Destroy target enchantment.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wrath of the Skies {X}{W}{W}

Sorcery

You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.

[sideboard]

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