

Ajani, Outland Chaperone (1)(W)(W) Legendary Planeswalker -- Ajani [+1]: Create a 1/1 green and white Kithkin creature token. [-2]: Ajani deals 4 damage to target tapped creature. [-8]: Look at the top X cards of your library, where X is your life total. You may put any number of nonland permanent cards with mana value 3 or less from among them onto the battlefield. Then shuffle. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodline Bidding (6)(B)(B) Sorcery Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Choose a creature type. Return all creature cards of the chosen type from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bristlebane Outrider (3)(G) Creature -- Kithkin Knight This creature can't be blocked by creatures with power 2 or less. As long as another creature entered the battlefield under your control this turn, this creature gets +2/+0. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bristlebane Outrider (3)(G) Creature -- Kithkin Knight This creature can't be blocked by creatures with power 2 or less. As long as another creature entered the battlefield under your control this turn, this creature gets +2/+0. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crossroads Watcher (2)(G) Creature -- Kithkin Ranger Trample Whenever another creature you control enters, this creature gets +1/+0 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crossroads Watcher (2)(G) Creature -- Kithkin Ranger Trample Whenever another creature you control enters, this creature gets +1/+0 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crossroads Watcher (2)(G) Creature -- Kithkin Ranger Trample Whenever another creature you control enters, this creature gets +1/+0 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eclipsed Kithkin (6/W)(6/W) Creature -- Kithkin Scout When this creature enters, look at the top four cards of your library. You may reveal a Kithkin, Forest, or Plains card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Kithkin G/W G/W Creature -- Kithkin Scout When this creature enters, look at the top four cards of your library. You may reveal a Kithkin, Forest, or Plains card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gallant Fowlknight (3)(W) Creature -- Kithkin Knight When this creature enters, creatures you control get +1/+0 until end of turn. Kithkin creatures you control also gain first strike until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gallant Fowlknight (3)(W) Creature -- Kithkin Knight When this creature enters, creatures you control get +1/+0 until end of turn. Kithkin creatures you control also gain first strike until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gallant Fowlknight (3)(W) Creature -- Kithkin Knight When this creature enters, creatures you control get +1/+0 until end of turn. Kithkin creatures you control also gain first strike until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kinbinding (3)(W)(W) Enchantment Creatures you control get +X/+X, where X is the number of creatures that entered the battlefield under your control this turn. At the beginning of combat on your turn, create a 1/1 green and white Kithkin creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kinsbaile Aspirant (W) Creature -- Kithkin Citizen As an additional cost to cast this spell, behold a Kithkin or pay {2}. (To behold a Kithkin, choose a Kithkin you control or reveal a Kithkin card from your hand.) Whenever another creature you control enters, this creature gets +1/+1 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kinsbaile Aspirant (W) Creature -- Kithkin Citizen As an additional cost to cast this spell, behold a Kithkin or pay {2}. (To behold a Kithkin, choose a Kithkin you control or reveal a Kithkin card from your hand.) Whenever another creature you control enters, this creature gets +1/+1 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistmeadow Council (4)(G) Creature -- Kithkin Advisor This spell costs {1} less to cast if you control a Kithkin. When this creature enters, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistmeadow Council (4)(G) Creature -- Kithkin Advisor This spell costs {1} less to cast if you control a Kithkin. When this creature enters, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This spell costs {1} less to cast if you control a Kithkin.
When this creature enters, draw a card.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

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

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sheet 4/5 - 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.

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtweft Lieutenant

Creature -- Kithkin Soldier

Whenever this creature or another Kithkin you control enters, target creature you control gets +1/+1 and gains trample until end of turn.

2/2

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Thoughtweft Lieutenant (G)(W)

Creature -- Kithkin Soldier

Whenever this creature or another Kithkin you control enters, target creature you control gets +1/+1 and gains trample until end of turn.

2/2

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Wary Farmer

Creature -- Kithkin Citizen

At the beginning of your end step, if another creature entered the battlefield under your control this turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/3

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