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

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

Brigid's Command {1}{G}{W}

Kindred Sorcery -- Kithkin

Choose two --
* Create a token that's a copy of target Kithkin you control.
* Target player creates a 1/1 green and white Kithkin creature token.
* Target creature you control gets +3/+3 until end of turn.
* Target creature you control fights target creature an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brigid's Command {1}{G}{W}

Kindred Sorcery -- Kithkin

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* Create a token that's a copy of target Kithkin you control.
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* Target creature you control fights target creature an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristlebane Battler {1}{G}

Creature -- Kithkin Soldier

Trample, ward {2}
This creature enters with five -1/-1 counters on it.
Whenever another creature you control enters while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catharsis {4}{R/W}{R/W}

Creature -- Elemental Incarnation

When this creature enters, if {W}{W} was spent to cast it, create two 1/1 green and white Kithkin creature tokens.
When this creature enters, if {R}{R} was spent to cast it, creatures you control get +1/+1 and gain haste until end of turn.
Evoke {R/W}{R/W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catharsis {4}{R/W}{R/W}

Creature -- Elemental Incarnation

When this creature enters, if {W}{W} was spent to cast it, create two 1/1 green and white Kithkin creature tokens.
When this creature enters, if {R}{R} was spent to cast it, creatures you control get +1/+1 and gain haste until end of turn.
Evoke {R/W}{R/W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catharsis {4}{R/W}{R/W}

Creature -- Elemental Incarnation

When this creature enters, if {W}{W} was spent to cast it, create two 1/1 green and white Kithkin creature tokens.
When this creature enters, if {R}{R} was spent to cast it, creatures you control get +1/+1 and gain haste until end of turn.
Evoke {R/W}{R/W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Champion of the Clachan {3}{W}

Creature -- Kithkin Knight

Flash
As an additional cost to cast this spell, behold a Kithkin and exile it. (Exile a Kithkin you control or a Kithkin card from your hand.)
Other Kithkin you control get +1/+1.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of the Clachan {3}{W}

Creature -- Kithkin Knight

Flash
As an additional cost to cast this spell, behold a Kithkin and exile it. (Exile a Kithkin you control or a Kithkin card from your hand.)
Other Kithkin you control get +1/+1.
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Other Kithkin you control get +1/+1.
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4/5

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 PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hushwood Verge

Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hushwood Verge

Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

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

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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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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

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

({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

Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

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Enchanted creature gets +1/+0 and has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} 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

Temple Garden

Land -- Forest Plains

({T}: Add {G} 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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({T}: Add {G} or {W}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {G} 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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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brigid, Clachan's Heart

Card

[sideboard]

- - - OTHER FACE - - -

Brigid, Clachan's Heart

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brigid, Clachan's Heart

Card

[sideboard]

- - - OTHER FACE - - -

Brigid, Clachan's Heart

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brigid, Clachan's Heart

Card

[sideboard]

- - - OTHER FACE - - -

Brigid, Clachan's Heart

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brigid's Command {1}{G}{W}

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Exorcise {1}{W}

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise {1}{W}

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise {1}{W}

Sorcery

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

[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

Rest in Peace {1}{W}

Enchantment

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Seam Rip (W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip (W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip (W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.