

Abduction (2)(U)(U) Enchantment -- Aura Enchant creature When this Aura enters, untap enchanted creature. You control enchanted creature. When enchanted creature dies, return that card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani Steadfast (3)(W) Legendary Planeswalker -- Ajani [+1]: Until end of turn, up to one target creature gets +1/+1 and gains first strike, vigilance, and lifelink. [-2]: Put a +1/+1 counter on each creature you control and a loyalty counter on each other planeswalker you control. [-7]: You get an emblem with "If a source would deal damage to you or a planeswalker you control, prevent all but 1 of that damage." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani Steadfast (3)(W) Legendary Planeswalker -- Ajani [+1]: Until end of turn, up to one target creature gets +1/+1 and gains first strike, vigilance, and lifelink. [-2]: Put a +1/+1 counter on each creature you control and a loyalty counter on each other planeswalker you control. [-7]: You get an emblem with "If a source would deal damage to you or a planeswalker you control, prevent all but 1 of that damage." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani Steadfast (3)(W) Legendary Planeswalker -- Ajani [+1]: Until end of turn, up to one target creature gets +1/+1 and gains first strike, vigilance, and lifelink. [-2]: Put a +1/+1 counter on each creature you control and a loyalty counter on each other planeswalker you control. [-7]: You get an emblem with "If a source would deal damage to you or a planeswalker you control, prevent all but 1 of that damage." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Auramancer (2)(W) Creature -- Human Wizard When this creature enters, you may return target enchantment card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Auramancer (2)(W) Creature -- Human Wizard When this creature enters, you may return target enchantment card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathedral Sanctifier (W) Creature -- Human Cleric When this creature enters, you gain 3 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathedral Sanctifier (W) Creature -- Human Cleric When this creature enters, you gain 3 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathedral Sanctifier (W) Creature -- Human Cleric When this creature enters, you gain 3 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chamber of Manipulation (2UU) Enchantment -- Aura Enchant land Enchanted land has "{T}, Discard a card: Gain control of target creature until end of turn." 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	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	Heliod's Pilgrim (2W) Creature -- Human Cleric When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heliod's Pilgrim (2W) Creature -- Human Cleric When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ninja of the Deep Hours (3)(U) Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oppressive Rays (W) Enchantment -- Aura Enchant creature Enchanted creature can't attack or block unless its controller pays {3}. Activated abilities of enchanted creature cost {3} more to activate.	Oppressive Rays (W) Enchantment -- Aura Enchant creature Enchanted creature can't attack or block unless its controller pays {3}. Activated abilities of enchanted creature cost {3} more to activate.	Plains Basic Land -- Plains ({T}: Add {W}.)
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Restoration Angel 3W Creature -- Angel Flash Flying When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restoration Angel 3W Creature -- Angel Flash Flying When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restoration Angel 3W Creature -- Angel Flash Flying When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restoration Angel 3W Creature -- Angel Flash Flying When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sage Owl 1 U Creature -- Bird Flying When this creature enters, look at the top four cards of your library, then put them back in any order. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sage Owl 1 U Creature -- Bird Flying When this creature enters, look at the top four cards of your library, then put them back in any order. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skycloud Expanse Land {1}, {T}: Add {W}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skycloud Expanse Land {1}, {T}: Add {W}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skycloud Expanse Land {1}, {T}: Add {W}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo, the Moon Sage 3 U U Legendary Planeswalker -- Tamiyo [+1]: Tap target permanent. It doesn't untap during its controller's next untap step. [-2]: Draw a card for each tapped creature target player controls. [-8]: You get an emblem with "You have no maximum hand size" and "Whenever a card is put into your graveyard from anywhere, you may return it to your hand." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo, the Moon Sage 3 U U Legendary Planeswalker -- Tamiyo [+1]: Tap target permanent. It doesn't untap during its controller's next untap step. [-2]: Draw a card for each tapped creature target player controls. [-8]: You get an emblem with "You have no maximum hand size" and "Whenever a card is put into your graveyard from anywhere, you may return it to your hand." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ciathos - FreeForm (Set Roulette Summer 2025)

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.

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Tamiyo, the Moon Sage (3)(U)(U) Legendary Planeswalker -- Tamiyo [+1]: Tap target permanent. It doesn't untap during its controller's next untap step. [-2]: Draw a card for each tapped creature target player controls. [-8]: You get an emblem with "You have no maximum hand size" and "Whenever a card is put into your graveyard from anywhere, you may return it to your hand." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Threads of Disloyalty (1)(U)(U) Enchantment -- Aura Enchant creature with mana value 2 or less You control enchanted creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Threads of Disloyalty (1)(U)(U) Enchantment -- Aura Enchant creature with mana value 2 or less You control enchanted creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umezawa's Jitte (2) Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Entreat the Angels (X)(X)(W)(W)(W) Sorcery Create X 4/4 white Angel creature tokens with flying. Miracle {X}{W}{W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Entreat the Angels (X)(X)(W)(W)(W) Sorcery Create X 4/4 white Angel creature tokens with flying. Miracle {X}{W}{W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, the Living Guildpact (2)(U)(U) Legendary Planeswalker -- Jace [+1]: Look at the top two cards of your library. Put one of them into your graveyard. [-3]: Return another target nonland permanent to its owner's hand. [-8]: Each player shuffles their hand and graveyard into their library. You draw seven cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terminus (4)(W)(W) Sorcery Put all creatures on the bottom of their owners' libraries. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminus 4 W W Sorcery Put all creatures on the bottom of their owners' libraries. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminus 4 W W Sorcery Put all creatures on the bottom of their owners' libraries. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminus 4 W W Sorcery Put all creatures on the bottom of their owners' libraries. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Upheaval 4 U U Sorcery Return all permanents to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Upheaval 4 U U Sorcery Return all permanents to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zombie Infestation 1 B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zombie Infestation 1 B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	