

Ajani, Mentor of Heroes (3)(G)(W) Legendary Planeswalker -- Ajani [+1]: Distribute three +1/+1 counters among one, two, or three target creatures you control. [+1]: Look at the top four cards of your library. You may reveal an Aura, creature, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order. [-8]: You gain 100 life. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ajani, Mentor of Heroes (3)(G)(W) Legendary Planeswalker -- Ajani [+1]: Distribute three +1/+1 counters among one, two, or three target creatures you control. [+1]: Look at the top four cards of your library. You may reveal an Aura, creature, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order. [-8]: You gain 100 life. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ajani, Mentor of Heroes (3)(G)(W) Legendary Planeswalker -- Ajani [+1]: Distribute three +1/+1 counters among one, two, or three target creatures you control. [+1]: Look at the top four cards of your library. You may reveal an Aura, creature, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order. [-8]: You gain 100 life. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Angel of Serenity (4)(W)(W)(W) Creature -- Angel Flying When this creature enters, you may exile up to three other target creatures from the battlefield and/or creature cards from graveyards. When this creature leaves the battlefield, return the exiled cards to their owners' hands. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Angel of Serenity (4)(W)(W)(W) Creature -- Angel Flying When this creature enters, you may exile up to three other target creatures from the battlefield and/or creature cards from graveyards. When this creature leaves the battlefield, return the exiled cards to their owners' hands. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Angel of Serenity (4)(W)(W)(W) Creature -- Angel Flying When this creature enters, you may exile up to three other target creatures from the battlefield and/or creature cards from graveyards. When this creature leaves the battlefield, return the exiled cards to their owners' hands. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Angel of Serenity (4)(W)(W)(W) Creature -- Angel Flying When this creature enters, you may exile up to three other target creatures from the battlefield and/or creature cards from graveyards. When this creature leaves the battlefield, return the exiled cards to their owners' hands. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arctic Flats Snow Land This land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Cyclonic Rift1U Instant Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cyclonic Rift1U Instant Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decree of JusticeXX2WW Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decree of JusticeXX2WW Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Decree of Justice X X 2 W W Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detention Sphere 1 W U Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detention Sphere 1 W U Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fertile Ground 1 G Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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2 G G

[+1]: Untap two target lands.
[-1]: Create a 3/3 green Beast creature token.
[-4]: Creatures you control get +3/+3 and gain trample until end of turn.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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L 3

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Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {W} or {U}.

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Land -- Plains Island

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

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Land -- Plains Island

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

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Hallowed Fountain Land -- Plains Island ([T]): Add [W] or [U].) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the North 16 Sorcery Search your library for a snow land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the North 16 Sorcery Search your library for a snow land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the North 16 Sorcery Search your library for a snow land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Into the North 16 Sorcery Search your library for a snow land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, Architect of Thought 2UU Legendary Planeswalker -- Jace [+1]: Until your next turn, whenever a creature an opponent controls attacks, it gets -1/-0 until end of turn. [-2]: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order. [-8]: For each player, search that player's library for a nonland card and exile it, then that player shuffles. You may cast those cards without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev L 4	Mulldrifter 4U Creature -- Elemental Flying When this creature enters, draw two cards. Evoke {[2]}{[U]} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2	Mulldrifter 4U Creature -- Elemental Flying When this creature enters, draw two cards. Evoke {[2]}{[U]} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2

Mulldrifter 4 U Creature -- Elemental Flying When this creature enters, draw two cards. Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mulldrifter 4 U Creature -- Elemental Flying When this creature enters, draw two cards. Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Snow-Covered Plains Basic Snow Land -- Plains ({T}): Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx's Revelation (X)(W)(U)(U) Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx's Revelation (X)(W)(U)(U) Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx's Revelation (X)(W)(U)(U) Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W} . PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W} . PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W} . PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W} . PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Detention Sphere1WU Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loxodon Smiter1GW Creature -- Elephant Soldier This spell can't be countered. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loxodon Smiter1GW Creature -- Elephant Soldier This spell can't be countered. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loxodon Smiter1GW Creature -- Elephant Soldier This spell can't be countered. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Loxodon Smiter 1 G W Creature -- Elephant Soldier This spell can't be countered. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Selesnya Charm G W Instant Choose one -- * Target creature gets +2/+2 and gains trample until end of turn. * Exile target creature with power 5 or greater. * Create a 2/2 white Knight creature token with vigilance. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Selesnya Charm G W Instant Choose one -- * Target creature gets +2/+2 and gains trample until end of turn. * Exile target creature with power 5 or greater. * Create a 2/2 white Knight creature token with vigilance. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sundering Growth G/W G/W Instant Destroy target artifact or enchantment, then populate. (Create a token that's a copy of a creature token you control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sundering Growth G/W G/W Instant Destroy target artifact or enchantment, then populate. (Create a token that's a copy of a creature token you control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Verdict

1WWU

Sorcery

This spell can't be countered.
Destroy all creatures.

[sideboard]

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Supreme Verdict

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Sorcery

This spell can't be countered.
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[sideboard]

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[sideboard]

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Playtest cards - Saulnier, Nick - Unknown format (Set Roulette Spring 2025)

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.