

Ajani's Pridemate

Token Creature -- Cat Soldier

Whenever you gain life, put a +1/+1 counter on Ajani's Pridemate.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Arahbo, the First Fang (2)(W)

Legendary Creature -- Cat Avatar

Other Cats you control get +1/+1.
Whenever Arahbo or another nontoken
Cat you control enters, create a 1/1
white Cat creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Arbiter of Woe (4)(B)(B)

Creature -- Demon

As an additional cost to cast this spell, sacrifice a creature. Flying

When this creature enters, each opponent discards a card and loses 2 life. You draw a card and gain 2 life.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Arbiter of Woe (4)(B)(B)

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As an additional cost to cast this spell, sacrifice a creature. Flying
When this creature enters, each opponent discards a card and loses 2 life. You draw a card and gain 2 life.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.de

Cathar Commando (1)(W)

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

3/1

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Day of Judgment (2)(W)(W)

Sorcerv

Destroy all creatures.

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Divine Resilience (W)

Instant

Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)
Target creature you control gains indestructible until end of turn. If this spell was kicked, instead any number of target creatures you control gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

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Fiendish Panda (2WB)

Creature -- Bear Demon

Whenever you gain life, put a +1/+1 counter on this creature.
When this creature dies, return another target non-Bear creature card with mana value less than or equal to this creature's power from your graveyard to the battlefield.

3/2

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Healer's Hawk Ⓢ Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helpful Hunter 1Ⓢ Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helpful Hunter 1Ⓢ Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helpful Hunter 1Ⓢ Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Helpful Hunter 1Ⓢ Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hungry Ghoul 1Ⓡ Creature -- Zombie {1}, Sacrifice another creature: Put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hungry Ghoul 1Ⓡ Creature -- Zombie {1}, Sacrifice another creature: Put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infernal Vessel 2Ⓡ Creature -- Human Cleric When this creature dies, if it wasn't a Demon, return it to the battlefield under its owner's control with two +1/+1 counters on it. It's a Demon in addition to its other types. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Infernal Vessel (2)(B) Creature -- Human Cleric When this creature dies, if it wasn't a Demon, return it to the battlefield under its owner's control with two +1/+1 counters on it. It's a Demon in addition to its other types. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infestation Sage (B) Creature -- Elf Warlock When this creature dies, create a 1/1 black and green Insect creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Make Your Move (2)(W) Instant Destroy target artifact, enchantment, or creature with power 4 or greater. 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	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

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Stroke of Midnight 2W Instant Destroy target nonland permanent. Its controller creates a 1/1 white Human creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampire Gourmand 1B Creature -- Vampire Whenever this creature attacks, you may sacrifice another creature. If you do, draw a card and this creature can't be blocked this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Return all attacking creatures to their owner's hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B R

First strike
Whenever Alesha attacks, put a +1/+1
counter on it.

Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

This spell costs {1} less to cast if you control a Wizard.
Draw three cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Vigilance (Attacking doesn't cause this creature to tap.)

Whenever you attack with three or more creatures, put a +1/+1 counter on target creature you control.

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4/4

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Whenever you attack, target creature you control gets +1/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.)

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, return target creature an opponent controls to its owner's hand.

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

When this creature enters, return target creature an opponent controls to its owner's hand.

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blanchwood Armor 2 G Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each Forest you control. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Campus Guide 2 Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar Commando 1 W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Courageous Goblin 1 R Creature -- Goblin Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +1/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crackling Cyclops 2 R Creature -- Cyclops Wizard Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Feaster 3 B Creature -- Zombie Menace (This creature can't be blocked except by two or more creatures.) Threshold -- Whenever this creature attacks, if there are seven or more cards in your graveyard, this creature gets +2/+0 until end of turn. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauntless Veteran 1 W W Creature -- Human Soldier Whenever this creature attacks, creatures you control get +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Divine Resilience W Instant Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) Target creature you control gains indestructible until end of turn. If this spell was kicked, instead any number of target creatures you control gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwynen's Elite 1G Creature -- Elf Warrior When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elfsworn Giant 3GG Creature -- Giant Reach (This creature can block creatures with flying.) Landfall -- Whenever a land you control enters, create a 1/1 green Elf Warrior creature token. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exsanguinate XB Sorcery Each opponent loses X life. You gain life equal to the life lost this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanatical Firebrand R Creature -- Goblin Pirate Haste (This creature can attack and {T} as soon as it comes under your control.) {T}, Sacrifice this creature: It deals 1 damage to any target. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fanatical Firebrand R Creature -- Goblin Pirate Haste (This creature can attack and {T} as soon as it comes under your control.) {T}, Sacrifice this creature: It deals 1 damage to any target. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Annihilation 2R Instant Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Firebrand Archer 1R Creature -- Human Archer Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Firespitter Whelp 2R Creature -- Dragon Flying Whenever you cast a noncreature or Dragon spell, this creature deals 1 damage to each opponent. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Growth Instant Target creature gets +3/+3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gnarlid Colony Creature -- Beast Kicker {2}{G} (You may pay an additional {2}{G} as you cast this spell.) If this creature was kicked, it enters with two +1/+1 counters on it. Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gnarlid Colony Creature -- Beast Kicker {2}{G} (You may pay an additional {2}{G} as you cast this spell.) If this creature was kicked, it enters with two +1/+1 counters on it. Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

② ② R

Raid -- This creature enters with a +1/+1 counter on it if you attacked this turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Raid -- This creature enters with a +1/+1 counter on it if you attacked this turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Raid -- This creature enters with a +1/+1 counter on it if you attacked this turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

As this artifact enters, choose a color.
Creatures you control of the chosen color get +1/+0.
{T}: Add one mana of the chosen color.

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④ ⑤

Flying
When this creature enters, draw a card, then discard a card.

3/4

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④⑤

Incinerating Blast deals 6 damage to target creature.
You may discard a card. If you do, draw a card.

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2G

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Koma, World-Eater 3GGUU Legendary Creature -- Serpent This spell can't be countered. Trample, ward {4} Whenever Koma deals combat damage to a player, create four 3/3 blue Serpent creature tokens named Koma's Coil. [sideboard] 8/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightshell Duo 3U Creature -- Rat Otter Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains

Basic Land -- Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rise of the Dark Realms (7)(B)(B)

Sorcery

Put all creature cards from all graveyards onto the battlefield under your control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Run Away Together ①②

Instant

Choose two target creatures controlled by different players. Return those creatures to their owners' hands.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanguine Syphoner (1)(B)

Creature -- Vampire Warlock

Whenever this creature attacks, each opponent loses 1 life and you gain 1 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanguine Syphoner (1)(B)

Creature -- Vampire Warlock

Whenever this creature attacks, each opponent loses 1 life and you gain 1 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Csquared08 - Limited (UOL FDN Sealed League)

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 21/25 - 8 cards - 2.5 x 3.5 in each

G

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

4/3

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③ ④

{2}{R}: Target creature can't block this turn.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

{2}{W}: Look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R R

Raid -- When this creature enters, if you attacked this turn, exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.

5/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

[sideboard]

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Treetop Snarespinner Creature -- Spider Reach (This creature can block creatures with flying.) Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) {2}{6}: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uncharted Voyage Instant Target creature's owner puts it on their choice of the top or bottom of their library. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witness Protection Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	