

<p>Ajani, Outland Chaperone (1)(W)(W)</p> <p>Legendary Planeswalker -- Ajani</p> <p>[+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.</p> <div>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ajani, Outland Chaperone (1)(W)(W)</p> <p>Legendary Planeswalker -- Ajani</p> <p>[+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.</p> <div>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ajani, Outland Chaperone (1)(W)(W)</p> <p>Legendary Planeswalker -- Ajani</p> <p>[+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.</p> <div>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ajani Unrelenting (4)(R)(R)</p> <p>Legendary Planeswalker -- Ajani</p> <p>Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet. [+1]: Creatures you control get +1/+0 and gain haste until end of turn. [-2]: Discard your hand, then draw a card for each creature you control. [-3]: Ajani deals 4 damage to each creature except for tokens you control.</p> <div>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Ajani Unrelenting (4)(R)(R)</p> <p>Legendary Planeswalker -- Ajani</p> <p>Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet. [+1]: Creatures you control get +1/+0 and gain haste until end of turn. [-2]: Discard your hand, then draw a card for each creature you control. [-3]: Ajani deals 4 damage to each creature except for tokens you control.</p> <div>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ajani Unrelenting (4)(R)(R)</p> <p>Legendary Planeswalker -- Ajani</p> <p>Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet. [+1]: Creatures you control get +1/+0 and gain haste until end of turn. [-2]: Discard your hand, then draw a card for each creature you control. [-3]: Ajani deals 4 damage to each creature except for tokens you control.</p> <div>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Anim Pakal, Thousandth Moon (1)(R)(W)</p> <p>Legendary Creature -- Human Soldier</p> <p>Whenever you attack with one or more non-Gnome creatures, put a +1/+1 counter on Anim Pakal, then create X 1/1 colorless Gnome artifact creature tokens that are tapped and attacking, where X is the number of +1/+1 counters on Anim Pakal.</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Caretaker's Talent (2)(W)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.) Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn. {W}: Level 2 When this Class becomes level 2, create a token that's a copy of target token you control. {3}{W}: Level 3 Creature tokens you control get +2/+2.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> Caretaker's Talent 2W </div> <div> Enchantment -- Class </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.</p> <p>{W}: Level 2</p> <p>When this Class becomes level 2, create a token that's a copy of target token you control.</p> <p>{3}{W}: Level 3</p> <p>Creature tokens you control get +2/+2.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Caretaker's Talent 2W </div> <div> Enchantment -- Class </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.</p> <p>{W}: Level 2</p> <p>When this Class becomes level 2, create a token that's a copy of target token you control.</p> <p>{3}{W}: Level 3</p> <p>Creature tokens you control get +2/+2.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Carrot Cake 1W </div> <div> Artifact -- Food </div> <div> <p>When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>{2}, {T}, Sacrifice this artifact: You gain 3 life.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Carrot Cake 1W </div> <div> Artifact -- Food </div> <div> <p>When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>{2}, {T}, Sacrifice this artifact: You gain 3 life.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Chandra, Spark Hunter 3R </div> <div> Legendary Planeswalker -- Chandra </div> <div> <p>At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.</p> <p>[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.</p> <p>[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.</p> <p>[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."</p> </div> <div> <div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Chandra, Spark Hunter 3R </div> <div> Legendary Planeswalker -- Chandra </div> <div> <p>At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.</p> <p>[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.</p> <p>[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.</p> <p>[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."</p> </div> <div> <div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dalkovan Encampment </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Swamp or a Mountain.</p> <p>{T}: Add {W}.</p> <p>{2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dalkovan Encampment </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Swamp or a Mountain.</p> <p>{T}: Add {W}.</p> <p>{2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div>Elegant Parlor</div> <div>Land -- Mountain Plains</div> <div> ({T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Elegant Parlor</div> <div>Land -- Mountain Plains</div> <div> ({T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Elspeth, Storm Slayer 3WW</div> <div>Legendary Planeswalker -- Elspeth</div> <div> If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Elspeth, Storm Slayer 3WW</div> <div>Legendary Planeswalker -- Elspeth</div> <div> If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div><div>Fountainport</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Fountainport</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Gideon's Memorial</div><div>Legendary Artifact</div><div><div><div><div>1</div><div>W</div></div></div><div><div>Creature tokens you control get +1/+0 and have vigilance.</div><div>{T}: Add one mana of any color.</div><div>Spend this mana only to cast a planeswalker spell.</div><div>{1}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gideon's Memorial</div><div>Legendary Artifact</div><div><div><div><div>1</div><div>W</div></div></div><div><div>Creature tokens you control get +1/+0 and have vigilance.</div><div>{T}: Add one mana of any color.</div><div>Spend this mana only to cast a planeswalker spell.</div><div>{1}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Seam Rip</div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Stadium Headliner</div> <div>Creature -- Goblin Warrior</div> <div>Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.) {1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Stadium Headliner</div> <div>Creature -- Goblin Warrior</div> <div>Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.) {1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Stadium Headliner</div> <div>Creature -- Goblin Warrior</div> <div>Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.) {1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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Sundown Pass

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundown Pass

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundown Pass

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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① W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Torch of Defiance (2)(R)(R)

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.

[+1]: Add {R}{R}.

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[-3]: Chandra deals 4 damage to
target creature.
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[-7]: You get an emblem with
"Whenever you cast a spell, this
emblem deals 5 damage to any
target."
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[sidebar]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Barricade ① ①W

Defender (This creature can't attack.)
You have hexproof. (You can't be the target of spells or abilities your opponents control.)
Prevent all noncombat damage that would be dealt to other creatures you control.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Barricade (1)(W)

Defender (This creature can't attack.)
You have hexproof. (You can't be the target of spells or abilities your opponents control.)
Prevent all noncombat damage that would be dealt to other creatures you control.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doorkeeper Thrull ①②

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Flash
Flying
Artifacts and creatures entering
don't cause abilities to trigger.
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[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Seam Rip</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Seam Rip</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	