Ajani, Nacatl Pariah — 1W

Legendary Creature -- Cat Warrior

When Ajani enters, create a 2/1 white Cat Warrior creature token.
Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.

1/2

- - - BACK FACE - - -

Ajani, Nacatl Avenger

Legendary Planeswalker -- Ajani

[+2]: Put a +1/+1 counter on each Cat you control.
[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.
[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Amped Raptor — 1R

Creature -- Dinosaur

First strike
When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.

2/1

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Arid Mesa

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

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Elegant Parlor

Land -- Mountain Plains

({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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galvanic Discharge (R)

Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Bombardment (1)(R)

Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

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Guide of Souls {W}

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter).
Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher {1}{R}

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jolted Awake {W}

Sorcery

Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karakas

Legendary Land

{T}: Add {W}.
{T}: Return target legendary creature to its owner's hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lazotep Quarry

Land -- Desert

{T}: Add {C}.
{T}, Sacrifice a creature: Add one mana of any color.
{X}{2}, {T}, Sacrifice a Desert: Exile target creature card with mana value X from your graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. 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

Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ocelot Pride (W)

Creature -- Cat

First strike, lifelink
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.

1/1

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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

Plateau

Land -- Mountain Plains

({T}: Add {R} or {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plateau

Land -- Mountain Plains

({T}: Add {R} or {W}.)

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({T}: Add {R} or {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sand Scout {1}{W}

Creature -- Human Scout

When this creature enters, if an opponent controls more lands than you, search your library for a Desert card, put it onto the battlefield tapped, then shuffle.
Whenever one or more land cards are put into your graveyard from anywhere, create a 1/1 red, green, and white Sand Warrior creature token. This ability triggers only once each turn.

2/2

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Creature -- Human Scout

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Static Prison {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).
At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbaked Canyon

Land

{T}, Pay 1 life: Add {R} or {W}.
{1}, {T}, Sacrifice this land: Draw a card.

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Swords to Plowshares (W)

Instant

Exile target creature. Its controller gains life equal to its power.

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Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory (1)(W)

Creature -- Human Bard

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

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Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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Wasteland

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{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls (W)

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sideboard]

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Authority of the Consuls (W)

Enchantment

Creatures your opponents control enter tapped.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest (1)(W)

Creature -- Human Cleric

Flash
If a nontoken creature would enter and it wasn't cast, exile it instead.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest (1)(W)

Creature -- Human Cleric

Flash
If a nontoken creature would enter and it wasn't cast, exile it instead.

[sideboard]

2/2

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Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

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Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindbreak Trap {2}{U}{U}

Instant -- Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

[sideboard]

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Mindbreak Trap {2}{U}{U}

Instant -- Trap

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Exile any number of target spells.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Price of Progress {1}{R}

Instant

Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Price of Progress {1}{R}

Instant

Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[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]

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Enchantment

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