

<div>Aether Hub</div> <div>Land</div> <div>When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Aether Hub</div> <div>Land</div> <div>When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Aether Hub</div> <div>Land</div> <div>When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Aether Hub</div> <div>Land</div> <div>When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Ajani, Nacatl Pariah 1W</div> <div>Legendary Creature -- Cat Warrior</div> <div>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.</div> <div>1/2</div> <div>----- BACK FACE -----</div> <div>Ajani, Nacatl Avenger</div> <div>Legendary Planeswalker -- Ajani</div> <div>[+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.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Ajani, Nacatl Pariah 1W</div> <div>Legendary Creature -- Cat Warrior</div> <div>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.</div> <div>1/2</div> <div>----- BACK FACE -----</div> <div>Ajani, Nacatl Avenger</div> <div>Legendary Planeswalker -- Ajani</div> <div>[+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.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Ajani, Nacatl Pariah 1W</div> <div>Legendary Creature -- Cat Warrior</div> <div>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.</div> <div>1/2</div> <div>----- BACK FACE -----</div> <div>Ajani, Nacatl Avenger</div> <div>Legendary Planeswalker -- Ajani</div> <div>[+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.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Ajani, Nacatl Pariah 1W</div> <div>Legendary Creature -- Cat Warrior</div> <div>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.</div> <div>1/2</div> <div>----- BACK FACE -----</div> <div>Ajani, Nacatl Avenger</div> <div>Legendary Planeswalker -- Ajani</div> <div>[+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.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - Marvin Dalkiri - Modern (Modern 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 1/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Amped Raptor</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>First strike</div> <div>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.</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Amped Raptor</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>First strike</div> <div>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.</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Amped Raptor</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>First strike</div> <div>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.</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Amped Raptor</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>First strike</div> <div>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.</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Arena of Glory</div> <div></div> </div> <div> <div>Land</div> <div> <div>This land enters tapped unless you control a Mountain.</div> <div>{T}: Add {R}.</div> <div>{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Arid Mesa</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Arid Mesa</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Arid Mesa</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Enchantment - - Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."
II -- You may discard up to two cards. If you do, draw that many cards.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Enchantment Creature -- Goblin Shaman

{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

Galvanic Discharge

®

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

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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.

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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

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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Guide of Souls

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1/2

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Monumental Henge</div> <div>Land</div> <div>This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. (Artifacts, legends, and Sagas are historic.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ocelot Pride</div> <div>Creature -- Cat</div> <div>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ocelot Pride</div> <div>Creature -- Cat</div> <div>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Phlage, Titan of Fire's Fury 1RW Legendary Creature -- Elder Giant <p>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <div>6/6</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Phlage, Titan of Fire's Fury 1RW Legendary Creature -- Elder Giant <p>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <div>6/6</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Plains Basic Land -- Plains <p>({T}: Add {W}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Plains Basic Land -- Plains <p>({T}: Add {W}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Ragavan, Nimble Pilferer R Legendary Creature -- Monkey Pirate <p>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Ragavan, Nimble Pilferer R Legendary Creature -- Monkey Pirate <p>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Ragavan, Nimble Pilferer R Legendary Creature -- Monkey Pirate <p>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Sacred Foundry Land -- Mountain Plains <p>({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Marvin_Dalkiri - Modern (Modern League)

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<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Static PrisonW</div><div>Enchantment</div><div>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}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Boros Charm (R)(W) Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Deafening Silence (W) Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Deafening Silence (W) Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Deafening Silence (W) Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Harsh Mentor (1)(R) Creature -- Human Cleric Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. [sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Harsh Mentor (1)(R) Creature -- Human Cleric Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. [sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Harsh Mentor (1)(R) Creature -- Human Cleric Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. [sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Magebane Lizard (1)(R) Creature -- Lizard Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard] <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Unlicensed Hearse2</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2</div><div>[sideboard]</div><div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Unlicensed Hearse2</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2</div><div>[sideboard]</div><div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Wear1R</div><div>Instant</div><div>Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.)</div><div>[sideboard]</div><div><div>RIGHT HALF</div></div><div><div>TearW</div><div>Instant</div><div>Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>
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