

<div> <div>Ajani, Nacatl Pariah</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token.</div> <div>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> </div> <div> <div>1/2</div> <div> <div>BACK FACE</div> </div> </div> <div> <div>Ajani, Nacatl Avenger</div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <div>[+2]: Put a +1/+1 counter on each Cat you control.</div> <div>[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.</div> <div>[-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> </div> <div> <div>L 3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>	<div> <div>Ajani, Nacatl Pariah</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token.</div> <div>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> </div> <div> <div> <div>1/2</div> <div> <div>BACK FACE</div> </div> </div> <div> <div>Ajani, Nacatl Avenger</div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <div>[+2]: Put a +1/+1 counter on each Cat you control.</div> <div>[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.</div> <div>[-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> </div> <div> <div>L 3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div></div>	<div> <div>Ajani, Nacatl Pariah</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token.</div> <div>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> </div> <div> <div> <div>1/2</div> <div> <div>BACK FACE</div> </div> </div> <div> <div>Ajani, Nacatl Avenger</div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <div>[+2]: Put a +1/+1 counter on each Cat you control.</div> <div>[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.</div> <div>[-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> </div> <div> <div>L 3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div></div>	<div> <div>Ajani, Nacatl Pariah</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token.</div> <div>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> </div> <div> <div> <div>1/2</div> <div> <div>BACK FACE</div> </div> </div> <div> <div>Ajani, Nacatl Avenger</div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <div>[+2]: Put a +1/+1 counter on each Cat you control.</div> <div>[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.</div> <div>[-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> </div> <div> <div>L 3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div></div>
<div> <div>Akoum Hellhound</div> <div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Elemental Dog</div> <div> <div>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.</div> </div> </div> <div> <div> <div>0/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>	<div> <div>Akoum Hellhound</div> <div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Elemental Dog</div> <div> <div>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.</div> </div> </div> <div> <div> <div>0/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>	<div> <div>Akoum Hellhound</div> <div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Elemental Dog</div> <div> <div>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.</div> </div> </div> <div> <div> <div>0/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>	<div> <div>Akoum Hellhound</div> <div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Elemental Dog</div> <div> <div>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.</div> </div> </div> <div> <div> <div>0/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>

Playtest cards - BurnMann - Modern (Modern League)

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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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 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 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 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 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 botbox.dev</div> </div> </div>

Choose two --

- * Your opponents can't gain life this turn.
- * Atarka's Command deals 3 damage to each opponent.
- * You may put a land card from your hand onto the battlefield.
- * Creatures you control get +1/+1 and gain reach until end of turn.

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RG

Choose two --

- * Your opponents can't gain life this turn.
- * Atarka's Command deals 3 damage to each opponent.
- * You may put a land card from your hand onto the battlefield.
- * Creatures you control get +1/+1 and gain reach until end of turn.

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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②R

Creature -- Giant

Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.

4/3

① ② R

Instant - - Adventure

Damage can't be prevented this turn.
Stomp deals 2 damage to any target.

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RG

Creature -- Elemental

Haste

This creature can't be blocked by creatures with power 2 or less.
Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

1/1

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RG

Creature -- Elemental

Haste

This creature can't be blocked by creatures with power 2 or less.
Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

1/1

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RG

Creature -- Elemental

Haste

This creature can't be blocked by creatures with power 2 or less.
Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

1/1

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<div>Brushfire Elemental</div> <div><div>R</div><div>G</div></div> <div>Creature -- Elemental</div> <div>Haste This creature can't be blocked by creatures with power 2 or less. Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Commercial District</div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.) 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 PLAYbotbox.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 PLAYbotbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Lightning Bolt</div> <div><div>R</div></div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lightning Bolt</div> <div><div>R</div></div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lightning Bolt</div> <div><div>R</div></div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lightning Bolt</div> <div><div>R</div></div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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Steppe Lynx W Creature -- Cat Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. <div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steppe Lynx W Creature -- Cat Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. <div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steppe Lynx W Creature -- Cat Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. <div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Nacatl G Creature -- Cat Warrior This creature gets +1/+1 as long as you control a Mountain. This creature gets +1/+1 as long as you control a Plains. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Nacatl G Creature -- Cat Warrior This creature gets +1/+1 as long as you control a Mountain. This creature gets +1/+1 as long as you control a Plains. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Nacatl G Creature -- Cat Warrior This creature gets +1/+1 as long as you control a Mountain. This creature gets +1/+1 as long as you control a Plains. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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<div><div>Wild Nacatl</div><div>⑥</div></div> <div><div>Creature -- Cat Warrior</div><div>This creature gets +1/+1 as long as you control a Mountain. This creature gets +1/+1 as long as you control a Plains.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Windswept Heath</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Windswept Heath</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Windswept Heath</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wrenn and Six</div> <div>Legendary Planeswalker -- Wrenn</div> <div>[+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wrenn and Six</div> <div>Legendary Planeswalker -- Wrenn</div> <div>[+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wrenn and Six</div> <div>Legendary Planeswalker -- Wrenn</div> <div>[+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Bonecrusher Giant</div> <div>Creature -- Giant</div> <div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div> <div>[sideboard]</div> <div>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp</div> <div>Instant -- Adventure</div> <div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Bonecrusher Giant</div> <div>Creature -- Giant</div> <div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div> <div>[sideboard]</div> <div>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp</div> <div>Instant -- Adventure</div> <div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Damping Sphere</div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Damping Sphere</div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

2/2

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① ② R

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.

2/2

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① R

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.

2/2

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2/2

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4 R/G

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add **{W}{U}{B}{R}{G}**. This mana can't be spent to pay generic mana costs.

5/5

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① ② R

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.

1/4

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①②

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.

1/4

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G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

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<div> <div>Pick Your Poison</div> <div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

Playtest cards - BurnMann - 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 10/10 - 3 cards - 2.5 x 3.5 in each