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| <b>Aang, at the Crossroads</b> ②⑥WU<br>Legendary Creature -- Human Avatar Ally<br>Flying<br>When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.<br><div>3/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang, Destined Savior</b><br>Legendary Creature -- Avatar Ally<br>Flying<br>Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aang, at the Crossroads</b> ②⑥WU<br>Legendary Creature -- Human Avatar Ally<br>Flying<br>When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.<br><div>3/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang, Destined Savior</b><br>Legendary Creature -- Avatar Ally<br>Flying<br>Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aang, at the Crossroads</b> ②⑥WU<br>Legendary Creature -- Human Avatar Ally<br>Flying<br>When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.<br><div>3/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang, Destined Savior</b><br>Legendary Creature -- Avatar Ally<br>Flying<br>Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aang, at the Crossroads</b> ②⑥WU<br>Legendary Creature -- Human Avatar Ally<br>Flying<br>When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.<br><div>3/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang, Destined Savior</b><br>Legendary Creature -- Avatar Ally<br>Flying<br>Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Aang, Swift Savior</b> ①WU<br>Legendary Creature -- Human Avatar Ally<br>Flash<br>Flying<br>When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang.<br><div>2/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang and La, Ocean's Fury</b><br>Legendary Creature -- Avatar Spirit Ally<br>Reach, trample<br>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                | <b>Aang, Swift Savior</b> ①WU<br>Legendary Creature -- Human Avatar Ally<br>Flash<br>Flying<br>When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang.<br><div>2/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang and La, Ocean's Fury</b><br>Legendary Creature -- Avatar Spirit Ally<br>Reach, trample<br>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                | <b>Aang, Swift Savior</b> ①WU<br>Legendary Creature -- Human Avatar Ally<br>Flash<br>Flying<br>When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang.<br><div>2/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang and La, Ocean's Fury</b><br>Legendary Creature -- Avatar Spirit Ally<br>Reach, trample<br>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                | <b>Aang, Swift Savior</b> ①WU<br>Legendary Creature -- Human Avatar Ally<br>Flash<br>Flying<br>When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang.<br><div>2/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang and La, Ocean's Fury</b><br>Legendary Creature -- Avatar Spirit Ally<br>Reach, trample<br>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                |

Playtest cards - Yam, Daniel - Standard (Australian Open Championships)

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

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| <b>Airbender Ascension</b> (1)(W)         Enchantment <p>When this enchantment enters, airbend up to one target creature. Whenever a creature you control enters, put a quest counter on this enchantment.</p> <p>At the beginning of your end step, if this enchantment has four or more quest counters on it, exile up to one target creature you control, then return it to the battlefield under its owner's control.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Airbender Ascension</b> (1)(W)         Enchantment <p>When this enchantment enters, airbend up to one target creature. Whenever a creature you control enters, put a quest counter on this enchantment.</p> <p>At the beginning of your end step, if this enchantment has four or more quest counters on it, exile up to one target creature you control, then return it to the battlefield under its owner's control.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Appa, Steadfast Guardian</b> (2)(W)(W)         Legendary Creature -- Bison Ally         Flash         Flying <p>When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token.</p> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Appa, Steadfast Guardian</b> (2)(W)(W)         Legendary Creature -- Bison Ally         Flash         Flying <p>When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token.</p> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Appa, Steadfast Guardian</b> (2)(W)(W)         Legendary Creature -- Bison Ally         Flash         Flying <p>When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token.</p> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                     | <b>Appa, Steadfast Guardian</b> (2)(W)(W)         Legendary Creature -- Bison Ally         Flash         Flying <p>When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token.</p> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                     | <b>Badgermole Cub</b> (1)(G)         Creature -- Badger Mole <p>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                       | <b>Badgermole Cub</b> (1)(G)         Creature -- Badger Mole <p>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                       |

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| <div> <div>Badgermole Cub</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Badger Mole</div> <div> <p>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)</p> <p>Whenever you tap a creature for mana, add an additional {G}.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Badgermole Cub</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Badger Mole</div> <div> <p>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)</p> <p>Whenever you tap a creature for mana, add an additional {G}.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Botanical Sanctum</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {G} or {U}.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                          | <div> <div>Botanical Sanctum</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {G} or {U}.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                          |
| <div> <div>Bramble Familiar</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Elemental Raccoon</div> <div> <p>{T}: Add {G}.</p> <p>{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                     | <div> <div>Bramble Familiar</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Elemental Raccoon</div> <div> <p>{T}: Add {G}.</p> <p>{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                     | <div> <div>Bramble Familiar</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Elemental Raccoon</div> <div> <p>{T}: Add {G}.</p> <p>{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                    | <div> <div>Bramble Familiar</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Elemental Raccoon</div> <div> <p>{T}: Add {G}.</p> <p>{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                    |
| <div> <div>Fetch Quest</div> <div> <div>5</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <p>Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                  | <div> <div>Fetch Quest</div> <div> <div>5</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <p>Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                  | <div> <div>Fetch Quest</div> <div> <div>5</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <p>Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Fetch Quest</div> <div> <div>5</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <p>Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      |
| <div><div>Doc Aurlock, Grizzled Genius <div>G</div><div>U</div></div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Doc Aurlock, Grizzled Genius <div>G</div><div>U</div></div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Doc Aurlock, Grizzled Genius <div>G</div><div>U</div></div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Doc Aurlock, Grizzled Genius <div>G</div><div>U</div></div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Gene Pollinator**

**G**

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Gene Pollinator**

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Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gene Pollinator

**G**

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Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gene Pollinator

**G**

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Multiversal Passage</div> <div>Land</div> <div> <p>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                          | <div> <div>Multiversal Passage</div> <div>Land</div> <div> <p>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Nature's Rhythm</div> <div>Sorcery</div> <div> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> <p>Harmonize {X}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Nature's Rhythm</div> <div>Sorcery</div> <div> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> <p>Harmonize {X}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Nature's Rhythm</div> <div>Sorcery</div> <div> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> <p>Harmonize {X}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Plains</div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                      | <div> <div>Quantum Riddler</div> <div>Creature -- Sphinx</div> <div> <p>Flying</p> <p>When this creature enters, draw a card.</p> <p>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</p> <p>Warp {1}{U}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                      | <div> <div>Quantum Riddler</div> <div>Creature -- Sphinx</div> <div> <p>Flying</p> <p>When this creature enters, draw a card.</p> <p>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</p> <p>Warp {1}{U}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                      |

Playtest cards - Yam, Daniel - Standard (Australian Open Championships)

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;

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                              | <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                              | <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                       | <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                       |
| <div>Avatar's Wrath (2)(W)(W)</div> <div>Sorcery</div> <div> <p>Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands.</p> <p>Exile Avatar's Wrath.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Avatar's Wrath (2)(W)(W)</div> <div>Sorcery</div> <div> <p>Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands.</p> <p>Exile Avatar's Wrath.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Aven Interrupter (1)(W)(W)</div> <div>Creature -- Bird Rogue</div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</p> <p>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> <p>[sideboard]</p> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Aven Interrupter (1)(W)(W)</div> <div>Creature -- Bird Rogue</div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</p> <p>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> <p>[sideboard]</p> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div> <b>Aven Interrupter</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Bird Rogue</div> <div> Flash<br/> Flying<br/> When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/> Spells your opponents cast from graveyards or from exile cost {2} more to cast. </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Cathar Commando</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Soldier</div> <div> Flash<br/> {1}, Sacrifice this creature: Destroy target artifact or enchantment. </div> <div>[sideboard]</div> <div> <div>3/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Cathar Commando</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Soldier</div> <div> Flash<br/> {1}, Sacrifice this creature: Destroy target artifact or enchantment. </div> <div>[sideboard]</div> <div> <div>3/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div> <b>Hide on the Ceiling</b> <div> <div>X</div> <div>U</div> </div> </div> <div>Instant</div> <div> Exile X target artifacts and/or creatures. Return the exiled cards to the battlefield under their owners' control at the beginning of the next end step. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <b>Keen-Eyed Curator</b> <div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Raccoon Scout</div> <div> As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br/> {1}: Exile target card from a graveyard. </div> <div>[sideboard]</div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <div> <b>Reclamation Sage</b> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Elf Shaman</div> <div> When this creature enters, you may destroy target artifact or enchantment. </div> <div>[sideboard]</div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div> <b>Seam Rip</b> <div> <div>W</div> </div> </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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Seam Rip</b> <div> <div>W</div> </div> </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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   |

Playtest cards - Yam, Daniel - Standard (Australian Open Championships)

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Seam Rip</div> <div>W</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>Spider-Sense</div> <div>1U</div> </div> <div> <div>Instant</div> <div> <p>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)</p> <p>Counter target instant spell, sorcery spell, or triggered ability.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spider-Sense</div> <div>1U</div> </div> <div> <div>Instant</div> <div> <p>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)</p> <p>Counter target instant spell, sorcery spell, or triggered ability.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each