Aerid Konstrari — 1 R G G

Legendary Creature -- Elder Sphinx

Flying
When Aerid Konstrari enters or dies, create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")
{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ajani Unrelenting — 4 R R

Legendary Planeswalker -- Ajani

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.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Awaken the Inferno — 4 R

Sorcery

Awaken the Inferno deals 6 damage to target creature or planeswalker an opponent controls. Put a +1/+1 counter on up to one target creature you control.
Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Compel Brutality — 1 G

Instant

Choose one --
* Target creature you control deals damage equal to its power to target creature or planeswalker an opponent controls.
* Target planeswalker you control deals damage equal to its loyalty to target creature or planeswalker an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Compel Brutality — 1 G

Instant

Choose one --
* Target creature you control deals damage equal to its power to target creature or planeswalker an opponent controls.
* Target planeswalker you control deals damage equal to its loyalty to target creature or planeswalker an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Craftwork Crusher — 3 R R G G

Artifact Creature -- Boar Construct

Trample
When this creature enters, choose two --
* This creature deals 4 damage to target creature or planeswalker.
* Create a 2/2 colorless Wizard Soldier creature token named Cadet.
* Draw a card.

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Craftwork Crusher — 3 R R G G

Artifact Creature -- Boar Construct

Trample
When this creature enters, choose two --
* This creature deals 4 damage to target creature or planeswalker.
* Create a 2/2 colorless Wizard Soldier creature token named Cadet.
* Draw a card.

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BadIdeasBureau - FreeForm (Curiosity MTG: Reality Fracture Week 1) sheet 1/6 - 8 cards - 2.5 x 3.5 in each

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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greenhouse Propagator 2G

Creature -- Cat Druid

Whenever another creature you control enters, you gain 1 life.
{T}: Add {G}.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartwood Crafter G

Creature -- Elf Artificer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
{T}: Add {C}. This mana can't be spent to cast spells from your hand.

1/1

- - - OTHER FACE - - -

Soul Tether 2R/G

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartwood Crafter G

Creature -- Elf Artificer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
{T}: Add {C}. This mana can't be spent to cast spells from your hand.

1/1

- - - OTHER FACE - - -

Soul Tether 2R/G

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BadIdeasBureau - FreeForm (Curiosity MTG: Reality Fracture Week 1) sheet 2/6 - 8 cards - 2.5 x 3.5 in each

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.

Kiora of Fire and Ashes 4RR

Legendary Creature -- Merfolk Noble

When Kiora enters, create a 5/5 red Dragon creature token with flying.
{8}: Create a 5/5 red Dragon creature token with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiora of Fire and Ashes 4RR

Legendary Creature -- Merfolk Noble

When Kiora enters, create a 5/5 red Dragon creature token with flying.
{8}: Create a 5/5 red Dragon creature token with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Konstrari Improviser 1R/G

Creature -- Human Artificer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

2/2

- - - OTHER FACE - - -

Soul Tether 2R/G

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Konstrari Improviser 1R/G

Creature -- Human Artificer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

2/2

- - - OTHER FACE - - -

Soul Tether 2R/G

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Konstrari Improviser 1R/G

Creature -- Human Artificer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

2/2

- - - OTHER FACE - - -

Soul Tether 2R/G

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BadIdeasBureau - FreeForm (Curiosity MTG: Reality Fracture Week 1) sheet 3/6 - 8 cards - 2.5 x 3.5 in each

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.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No Admittance {1}{R}

Sorcery

No Admittance deals 3 damage to any target.
Empower Jace 1. (Put a loyalty counter on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No Admittance {1}{R}

Sorcery

No Admittance deals 3 damage to any target.
Empower Jace 1. (Put a loyalty counter on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No Admittance {1}{R}

Sorcery

No Admittance deals 3 damage to any target.
Empower Jace 1. (Put a loyalty counter on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BadIdeasBureau - FreeForm (Curiosity MTG: Reality Fracture Week 1) sheet 4/6 - 8 cards - 2.5 x 3.5 in each

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.

Room of Refuge

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{5}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Room of Refuge

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{5}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Room of Refuge

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{5}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tenured Tethermage {1}{R}{G}

Creature -- Human Artificer

When this creature enters, you may sacrifice a land. If you do, create two tapped Heartwood tokens. (They're red and green artifacts with "{T}: Add {R} or {G}.")
Tap two untapped artifacts you control: Put two +1/+1 counters on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodwork Prodigy {2}{R/G}

Creature -- Cat Druid

At the beginning of your upkeep, if this creature isn't prepared, it becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

3/3

- - - OTHER FACE - - -

Soul Tether {2}{R/G}

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodwork Prodigy {2}{R/G}

Creature -- Cat Druid

At the beginning of your upkeep, if this creature isn't prepared, it becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

3/3

- - - OTHER FACE - - -

Soul Tether {2}{R/G}

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrecking Gecko {4}{G}

Artifact Creature -- Lizard Construct

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
{6}{G}{G}: This creature gets +4/+4 and gains trample until end of turn.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrecking Gecko {4}{G}

Artifact Creature -- Lizard Construct

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
{6}{G}{G}: This creature gets +4/+4 and gains trample until end of turn.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BadIdeasBureau - FreeForm (Curiosity MTG: Reality Fracture Week 1) sheet 5/6 - 8 cards - 2.5 x 3.5 in each

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.

Budding Insurgent (2)(G)

Creature -- Dryad Scout

Vigilance
Sacrifice this creature: Destroy target artifact or enchantment. If that permanent was a legendary enchantment, draw a card. Activate only as a sorcery.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Craterclaw Colossus (4)(R)(R)(R)

Artifact Creature -- Beast Construct

Haste
When this creature enters, creatures you control gain trample and get +X/+0 until end of turn, where X is the number of artifacts you control.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Burn (1)(R)

Instant

Essence Burn deals 5 damage to target black or green creature or planeswalker. If that permanent would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Burn (1)(R)

Instant

Essence Burn deals 5 damage to target black or green creature or planeswalker. If that permanent would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flourishing Grapple (G)

Instant

Target creature or planeswalker an opponent controls that's red or white loses all abilities until end of turn. Target creature you control deals damage equal to its power to that permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flourishing Grapple (G)

Instant

Target creature or planeswalker an opponent controls that's red or white loses all abilities until end of turn. Target creature you control deals damage equal to its power to that permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sureshot Sower (1)(G)

Creature -- Human Archer

Reach
{3}{G}, Discard this card: Destroy target creature with flying.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Kraken (4)(G)(G)(G)

Creature -- Plant Kraken

At the beginning of each player's upkeep, you create a 3/3 green Forest Tentacle land creature token. (It has "{T}: Add {G}." It's affected by summoning sickness until your next turn.)

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BadIdeasBureau - FreeForm (Curiosity MTG: Reality Fracture Week 1) sheet 6/6 - 8 cards - 2.5 x 3.5 in each

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.