

Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crawling Barrens Land {T}: Add {C}. {4}: Put two +1/+1 counters on this land. Then you may have it become a 0/0 Elemental creature until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crawling Barrens Land {T}: Add {C}. {4}: Put two +1/+1 counters on this land. Then you may have it become a 0/0 Elemental creature until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flame Discharge Instant Flame Discharge deals X damage to target creature or planeswalker. If you controlled a modified creature as you cast this spell, it deals X plus 2 damage instead. (Equipment, Auras you control, and counters are modifications.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flame Discharge Instant Flame Discharge deals X damage to target creature or planeswalker. If you controlled a modified creature as you cast this spell, it deals X plus 2 damage instead. (Equipment, Auras you control, and counters are modifications.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flame Discharge X R Instant Flame Discharge deals X damage to target creature or planeswalker. If you controlled a modified creature as you cast this spell, it deals X plus 2 damage instead. (Equipment, Auras you control, and counters are modifications.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flame Discharge X R Instant Flame Discharge deals X damage to target creature or planeswalker. If you controlled a modified creature as you cast this spell, it deals X plus 2 damage instead. (Equipment, Auras you control, and counters are modifications.) 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
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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gala Greeters 1G Creature -- Elf Druid Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn -- * Put a +1/+1 counter on this creature. * Create a tapped Treasure token. * You gain 2 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gala Greeters 1G Creature -- Elf Druid Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn -- * Put a +1/+1 counter on this creature. * Create a tapped Treasure token. * You gain 2 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gala Greeters 1G Creature -- Elf Druid Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn -- * Put a +1/+1 counter on this creature. * Create a tapped Treasure token. * You gain 2 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - SydneyCity - Standard (Standard 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 3/10 - 8 cards - 2.5 x 3.5 in each

Invigorating Hot Spring 1RG Enchantment This enchantment enters with four +1/+1 counters on it. Modified creatures you control have haste. (Equipment, Auras you control, and counters are modifications.) Remove a +1/+1 counter from this enchantment: Put a +1/+1 counter on target creature you control. Activate only as a sorcery and only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invigorating Hot Spring 1RG Enchantment This enchantment enters with four +1/+1 counters on it. Modified creatures you control have haste. (Equipment, Auras you control, and counters are modifications.) Remove a +1/+1 counter from this enchantment: Put a +1/+1 counter on target creature you control. Activate only as a sorcery and only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kami's Flare 1R Instant Kami's Flare deals 3 damage to target creature or planeswalker. Kami's Flare also deals 2 damage to that permanent's controller if you control a modified creature. (Equipment, Auras you control, and counters are modifications.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kami's Flare 1R Instant Kami's Flare deals 3 damage to target creature or planeswalker. Kami's Flare also deals 2 damage to that permanent's controller if you control a modified creature. (Equipment, Auras you control, and counters are modifications.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Kodama of the West Tree (2)(G)

Legendary Creature -- Spirit

Reach
Modified creatures you control have
trample. (Equipment, Auras you
control, and counters are
modifications.)
Whenever a modified creature you
control deals combat damage to a
player, search your library for a
basic land card, put it onto the
battlefield tapped, then shuffle.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

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Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ochre Jelly X G Creature -- Ooze Trample This creature enters with X +1/+1 counters on it. Split -- When this creature dies, if it had two or more +1/+1 counters on it, create a token that's a copy of it at the beginning of the next end step. The token enters with half that many +1/+1 counters on it, rounded down. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ochre Jelly X G Creature -- Ooze Trample This creature enters with X +1/+1 counters on it. Split -- When this creature dies, if it had two or more +1/+1 counters on it, create a token that's a copy of it at the beginning of the next end step. The token enters with half that many +1/+1 counters on it, rounded down. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oran-Rief Ooze 2 G Creature -- Ooze When this creature enters, put a +1/+1 counter on target creature you control. Whenever this creature attacks, put a +1/+1 counter on each attacking creature with a +1/+1 counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oran-Rief Ooze 2 G Creature -- Ooze When this creature enters, put a +1/+1 counter on target creature you control. Whenever this creature attacks, put a +1/+1 counter on each attacking creature with a +1/+1 counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Swarm Shambler Creature -- Fungus Beast This creature enters with a +1/+1 counter on it. Whenever a creature you control with a +1/+1 counter on it becomes the target of a spell an opponent controls, create a 1/1 green Insect creature token. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swarm Shambler Creature -- Fungus Beast This creature enters with a +1/+1 counter on it. Whenever a creature you control with a +1/+1 counter on it becomes the target of a spell an opponent controls, create a 1/1 green Insect creature token. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swarm Shambler Creature -- Fungus Beast This creature enters with a +1/+1 counter on it. Whenever a creature you control with a +1/+1 counter on it becomes the target of a spell an opponent controls, create a 1/1 green Insect creature token. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swarm Shambler Creature -- Fungus Beast This creature enters with a +1/+1 counter on it. Whenever a creature you control with a +1/+1 counter on it becomes the target of a spell an opponent controls, create a 1/1 green Insect creature token. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thundering Raiju 2 R R Creature -- Spirit Haste Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Raiju 2 R R Creature -- Spirit Haste Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Raiju 2 R R Creature -- Spirit Haste Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Raiju 2 R R Creature -- Spirit Haste Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Burning Hands 1 R Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Hands 1 R Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Hands 1 R Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flame-Blessed Bolt R Instant Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flame-Blessed Bolt Instant Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flame-Blessed Bolt Instant Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outland Liberator Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 BACK FACE Frenzied Trapbreaker Creature -- Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outland Liberator Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 BACK FACE Frenzied Trapbreaker Creature -- Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reckoner Bankbuster Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snakeskin Veil Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil 6 Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangletrap 16 Instant Choose one -- * Tangletrap deals 5 damage to target creature with flying. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangletrap 16 Instant Choose one -- * Tangletrap deals 5 damage to target creature with flying. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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