

G W

Creatures you control get +1/+1.

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④ ⑤

Vigilance (Attacking doesn't cause this creature to tap.)
Whenever you attack with three or more creatures, put a +1/+1 counter on target creature you control.

4/4

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4 G G

Distribute three +1/+1 counters among one, two, or three target creatures, then double the number of +1/+1 counters on each of those creatures.

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Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {W}.

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① W

Creature -- Human Noble

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When this creature enters, choose
one --
* Scry 2.
* You gain 3 life.
* Exile another target creature you
own. Return it to the battlefield
under your control at the beginning
of the next end step.
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2/2

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Dazzling Angel 2 W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dazzling Angel 2 W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doubling Season 4 G Enchantment If an effect would create one or more tokens under your control, it creates twice that many of those tokens instead. If an effect would put one or more counters on a permanent you control, it puts twice that many of those counters on that permanent instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felidar Retreat 3 W Enchantment Landfall -- Whenever a land you control enters, choose one -- * Create a 2/2 white Cat Beast creature token. * Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Felidar Savior 3 W Creature -- Cat Beast Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felidar Savior 3 W Creature -- Cat Beast Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felling Blow 2 G Sorcery Put a +1/+1 counter on target creature you control. Then that creature deals damage equal to its power to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felling Blow 2 G Sorcery Put a +1/+1 counter on target creature you control. Then that creature deals damage equal to its power to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

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Gnarlid Colony

① ⑥

Creature -- Beast

Kicker {2}{G} (You may pay an additional {2}{G} as you cast this spell.)
If this creature was kicked, it enters with two +1/+1 counters on it.
Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gnarlid Colony

① ②

Creature -- Beast

Kicker {2}{G} (You may pay an additional {2}{G} as you cast this spell.)
If this creature was kicked, it enters with two +1/+1 counters on it.
Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Good-Fortune Unicorn (1)(G)(W)

1 G W

Creature -- Unicorn

Whenever another creature you control enters, put a +1/+1 counter on that creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Good-Fortune Unicorn ①⑥⑦

①GW

Creature -- Unicorn

Whenever another creature you control enters, put a +1/+1 counter on that creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Good-Fortune Unicorn ①②③

① ② ③

Creature -- Unicorn

Whenever another creature you control enters, put a +1/+1 counter on that creature.

2/2

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Inspiring Call

2 G

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

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2 G

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

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② ③

During your turn, this creature has first strike. (It deals combat damage before creatures without first strike.)

During your turn, creatures you control with +1/+1 counters on them have first strike.

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3/3

② ③

During your turn, this creature has first strike. (It deals combat damage before creatures without first strike.)

During your turn, creatures you control with +1/+1 counters on them have first strike.

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3/3

W

At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life.

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1/1

G

{3}{G}: This creature becomes a Werewolf. Put two +1/+1 counters on it and you draw a card. Activate only once.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

{3}{G}: This creature becomes a Werewolf. Put two +1/+1 counters on it and you draw a card. Activate only once.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it.

Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.

0/0

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① ② W

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Enchant creature
Enchanted creature can't attack or
block.
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① ② W

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Enchant creature
Enchanted creature can't attack or
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$$(\{T\} : \text{Add } \{W\}.)$$

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

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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 6/8 - 8 cards - 2.5 x 3.5 in each

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Regal Caracal 3WW Creature -- Cat Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.) When this creature enters, create two 1/1 white Cat creature tokens with lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyknight Squire 1W Creature -- Cat Scout Whenever another creature you control enters, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Plenty Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wary Thespian 16 Creature -- Cat Druid When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wary Thespian 1 6 Creature -- Cat Druid When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wildborn Preserver 1 6 Creature -- Elf Archer Flash (You may cast this spell any time you could cast an instant.) Reach (This creature can block creatures with flying.) Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wildwood Scourge X 6 Creature -- Hydra This creature enters with X +1/+1 counters on it. Whenever one or more +1/+1 counters are put on another non-Hydra creature you control, put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wildwood Scourge X 6 Creature -- Hydra This creature enters with X +1/+1 counters on it. Whenever one or more +1/+1 counters are put on another non-Hydra creature you control, put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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