Clachan Festival {2}{W}

Kindred Enchantment -- Kithkin

When this enchantment enters, create two 1/1 green and white Kithkin creature tokens.
{4}{W}: Create a 1/1 green and white Kithkin creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{4}{W}: Create a 1/1 green and white Kithkin creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dundoolin Weaver {1}{G}

Creature -- Kithkin Druid

When this creature enters, if you control three or more creatures, return target permanent card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Kithkin Druid

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Kithkin {G/W}{G/W}

Creature -- Kithkin Scout

When this creature enters, look at the top four cards of your library. You may reveal a Kithkin, Forest, or Plains card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Kithkin {G/W}{G/W}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sffup - Standard (???2 / Standard Cup 2) sheet 1/8 - 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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gallant Fowlknight {3}{W}

Creature -- Kithkin Knight

When this creature enters, creatures you control get +1/+0 until end of turn. Kithkin creatures you control also gain first strike until end of turn.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gallant Fowlknight {3}{W}

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldmeadow Nomad {W}

Creature -- Kithkin Scout

{W}, Exile this card from your graveyard: Create a 1/1 green and white Kithkin creature token. Activate only as a sorcery.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldmeadow Nomad {W}

Creature -- Kithkin Scout

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kinsbaile Aspirant {W}

Creature -- Kithkin Citizen

As an additional cost to cast this spell, behold a Kithkin or pay {2}. (To behold a Kithkin, choose a Kithkin you control or reveal a Kithkin card from your hand.) Whenever another creature you control enters, this creature gets +1/+1 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sffup - Standard (???2 / Standard Cup 2) sheet 3/8 - 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.

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistmeadow Council {4}{G}

Creature -- Kithkin Advisor

This spell costs {1} less to cast if you control a Kithkin.
When this creature enters, draw a card.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistmeadow Council {4}{G}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sffup - Standard (???2 / Standard Cup 2) sheet 4/8 - 8 cards - 2.5 x 3.5 in each

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Plains

Basic Land -- Plains

({T}: Add {W}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sffup - Standard (???2 / Standard Cup 2) sheet 5/8 - 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.

Reluctant Dounguard 2W

Creature -- Kithkin Soldier

This creature enters with two -1/-1 counters on it.
Whenever another creature you control enters while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surly Farrier 1G

Creature -- Kithkin Citizen

{T}: Target creature you control gets +1/+1 and gains vigilance until end of turn. Activate only as a sorcery.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sffup - Standard (???2 / Standard Cup 2) sheet 6/8 - 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.

Thoughtweft Imbuer 3W

Creature -- Kithkin Advisor

Whenever a creature you control attacks alone, it gets +X/+X until end of turn, where X is the number of Kithkin you control.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtweft Imbuer 3W

Creature -- Kithkin Advisor

Whenever a creature you control attacks alone, it gets +X/+X until end of turn, where X is the number of Kithkin you control.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtweft Lieutenant GW

Creature -- Kithkin Soldier

Whenever this creature or another Kithkin you control enters, target creature you control gets +1/+1 and gains trample until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtweft Lieutenant GW

Creature -- Kithkin Soldier

Whenever this creature or another Kithkin you control enters, target creature you control gets +1/+1 and gains trample until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timid Shieldbearer 1W

Creature -- Kithkin Soldier

{4}{W}: Creatures you control get +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timid Shieldbearer 1W

Creature -- Kithkin Soldier

{4}{W}: Creatures you control get +1/+1 until end of turn.

2/2

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Playtest cards - sffup - Standard (???2 / Standard Cup 2) sheet 7/8 - 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.

Wary Farmer

1 G/W G/W

Creature -- Kithkin Citizen

At the beginning of your end step, if another creature entered the battlefield under your control this turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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