

Ascendant Packleader ⑥ Creature -- Wolf This creature enters with a +1/+1 counter on it if you control a permanent with mana value 4 or greater. Whenever you cast a spell with mana value 4 or greater, put a +1/+1 counter on this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ascendant Packleader ⑥ Creature -- Wolf This creature enters with a +1/+1 counter on it if you control a permanent with mana value 4 or greater. Whenever you cast a spell with mana value 4 or greater, put a +1/+1 counter on this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ascendant Packleader ⑥ Creature -- Wolf This creature enters with a +1/+1 counter on it if you control a permanent with mana value 4 or greater. Whenever you cast a spell with mana value 4 or greater, put a +1/+1 counter on this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blizzard Brawl ⑥ Snow Sorcery Choose target creature you control and target creature you don't control. If you control three or more snow permanents, the creature you control gets +1/+0 and gains indestructible until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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3 G

When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.

Crew 4

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow Land

{T}: Add {C}.
{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Creature -- Elephant

Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

3/3

- - - BACK FACE - - -

Land

This land enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Creature -- Elephant

Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

3/3

- - - BACK FACE - - -

Land

This land enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kazandu Mammoth1GG Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 ----- BACK FACE ----- Kazandu Valley Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kazandu Mammoth1GG Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 ----- BACK FACE ----- Kazandu Valley Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Old-Growth TrollGGG Creature -- Troll Warrior Trample When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'" 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Old-Growth TrollGGG Creature -- Troll Warrior Trample When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'" 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Old-Growth TrollGGG Creature -- Troll Warrior Trample When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'" 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Old-Growth TrollGGG Creature -- Troll Warrior Trample When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'" 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ranger Class1G Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 2/2 green Wolf creature token. {1}{G}: Level 2 Whenever you attack, put a +1/+1 counter on target attacking creature. {3}{G}: Level 3 You may look at the top card of your library any time. You may cast creature spells from the top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ranger Class ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 2/2 green Wolf creature token. {1}{G}: Level 2 Whenever you attack, put a +1/+1 counter on target attacking creature. {3}{G}: Level 3 You may look at the top card of your library any time. You may cast creature spells from the top of your library. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sculptor of Winter ①⑥ Snow Creature -- Elf Rogue {T}: Untap target snow land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sculptor of Winter ①⑥ Snow Creature -- Elf Rogue {T}: Untap target snow land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sculptor of Winter ①⑥ Snow Creature -- Elf Rogue {T}: Untap target snow land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sculptor of Winter ①⑥ Snow Creature -- Elf Rogue {T}: Untap target snow land. 2/2 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.) 6 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.) 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Werewolf Pack Leader 6 6 Creature -- Human Werewolf Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card. {3}{6}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Werewolf Pack Leader 6 6 Creature -- Human Werewolf Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card. {3}{6}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Werewolf Pack Leader 6 6 Creature -- Human Werewolf Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card. {3}{6}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Werewolf Pack Leader 6 6 Creature -- Human Werewolf Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card. {3}{6}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Choose Your Weapon 2 6 Instant Choose one -- * Two-Weapon Fighting -- Double target creature's power and toughness until end of turn. * Archery -- This spell deals 5 damage to target creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Choose Your Weapon 2 6 Instant Choose one -- * Two-Weapon Fighting -- Double target creature's power and toughness until end of turn. * Archery -- This spell deals 5 damage to target creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devouring Tendrils 1 6 Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. When the permanent you don't control dies this turn, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devouring Tendrils 1 6 Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. When the permanent you don't control dies this turn, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Froghemoth 3GG Creature -- Frog Horror Trample, haste Whenever this creature deals combat damage to a player, exile up to that many target cards from their graveyard. Put a +1/+1 counter on this creature for each creature card exiled this way. You gain 1 life for each noncreature card exiled this way. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Froghemoth 3GG Creature -- Frog Horror Trample, haste Whenever this creature deals combat damage to a player, exile up to that many target cards from their graveyard. Put a +1/+1 counter on this creature for each creature card exiled this way. You gain 1 life for each noncreature card exiled this way. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inscription of Abundance 1G Instant Kicker {2}{G} Choose one. If this spell was kicked, choose any number instead. * Put two +1/+1 counters on target creature. * Target player gains X life, where X is the greatest power among creatures they control. * Target creature you control fights target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inscription of Abundance 1G Instant Kicker {2}{G} Choose one. If this spell was kicked, choose any number instead. * Put two +1/+1 counters on target creature. * Target player gains X life, where X is the greatest power among creatures they control. * Target creature you control fights target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tajuru Blightblade 6 Creature -- Elf Rogue Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tajuru Blightblade 6 Creature -- Elf Rogue Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tovolar's Huntmaster 466 Creature -- Human Werewolf When this creature enters, create two 2/2 green Wolf creature tokens. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 6/6 BACK FACE Tovolar's Packleader Creature -- Werewolf Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens. {2}{6}{6}: Another target Wolf or Werewolf you control fights target creature you don't control. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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