

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.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esika's Chariot ③⑥ Legendary Artifact -- Vehicle 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	Esika's Chariot ③⑥ Legendary Artifact -- Vehicle 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	Esika's Chariot ③⑥ Legendary Artifact -- Vehicle 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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Invoke the Ancients ①⑥⑥⑥⑥ Sorcery Create two 4/5 green Spirit creature tokens. For each of them, put your choice of a reach counter, a vigilance counter, or a trample counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invoke the Ancients ①⑥⑥⑥⑥ Sorcery Create two 4/5 green Spirit creature tokens. For each of them, put your choice of a reach counter, a vigilance counter, or a trample counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kazandu Mammoth ①⑥⑥ 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 PLAY botbox.dev	Kazandu Mammoth ①⑥⑥ 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 PLAY botbox.dev

Kazandu Mammoth 1 G G 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 PLAY botbox.dev	Kazandu Mammoth 1 G G 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 PLAY botbox.dev	Old-Growth Troll G G G 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 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Old-Growth Troll G G G 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 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - goldenheartt - Standard (Standard League)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sculptor of Winter Snow Creature -- Elf Rogue {T}: Untap target snow land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sculptor of Winter Snow Creature -- Elf Rogue {T}: Untap target snow land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ulvenwald Oddity 2GG Creature -- Beast Trample, haste {5}{G}{G}: Transform this creature. 4/4 --- BACK FACE --- Ulvenwald Behemoth Creature -- Beast Horror Trample, haste Other creatures you control get +1/+1 and have trample and haste. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulvenwald Oddity 2GG Creature -- Beast Trample, haste {5}{G}{G}: Transform this creature. 4/4 --- BACK FACE --- Ulvenwald Behemoth Creature -- Beast Horror Trample, haste Other creatures you control get +1/+1 and have trample and haste. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulvenwald Oddity 2GG Creature -- Beast Trample, haste {5}{G}{G}: Transform this creature. 4/4 --- BACK FACE --- Ulvenwald Behemoth Creature -- Beast Horror Trample, haste Other creatures you control get +1/+1 and have trample and haste. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unnatural Growth 1GGGG Enchantment At the beginning of each combat, double the power and toughness of each creature you control until end of turn. 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Froghemoth (3)(6)(6) 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 PLAY botbox.dev	Froghemoth (3)(6)(6) 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 PLAY botbox.dev	Master's Rebuke (1)(6) Instant Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Master's Rebuke 1 6 Instant Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outland Liberator 1 6 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger Class 1 6 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}{6}: Level 2 Whenever you attack, put a +1/+1 counter on target attacking creature. {3}{6}: 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger Class 1 6 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}{6}: Level 2 Whenever you attack, put a +1/+1 counter on target attacking creature. {3}{6}: 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reckoner Bankbuster 2 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	Tajuru Blightblade 6 Creature -- Elf Rogue Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tajuru Blightblade 6 Creature -- Elf Rogue Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo's Safekeeping 6 Instant Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tangletrap 1 6 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 1 6 Instant Choose one -- * Tangletrap deals 5 damage to target creature with flying. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toski, Bearer of Secrets 3 6 Legendary Creature -- Squirrel This spell can't be countered. Indestructible Toski attacks each combat if able. Whenever a creature you control deals combat damage to a player, draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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