

G

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.)

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2 G

Vigilance (Attacking doesn't cause this creature to tap.)
When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
As long as you control a token, this creature gets +2/+0.

2/3

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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

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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 PLAYbotbox.dev	Inscription of Abundance 16 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inscription of Abundance 16 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jaspera Sentinel 6 Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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	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	Lotus Cobra 1 G Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lotus Cobra 1 G Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 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 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 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) 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	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	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 ⑥⑥ 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 ⑥⑥ 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 ⑥⑥ 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 ⑥⑥ 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
Inscription of Abundance ①⑥ 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 PLAY botbox.dev	Inscription of Abundance ①⑥ 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 PLAY botbox.dev	Outland Liberator ①⑥ 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.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outland Liberator ①⑥ 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.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - franciscuchi - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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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	Toski, Bearer of Secrets ③⑥ 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	Toski, Bearer of Secrets ③⑥ 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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4 G G

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.)

[sidebar]

6/6

- - - BACK FACE - - -

Creature -- Werewolf

Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens.

{2}{G}{G}: 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 PLAY botbox.dev

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