

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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3 G

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

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① ⑥

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 PLAY botbox.dev

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Playtest cards - fortellers - Standard (Standard League)

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

Invoke the Ancients 1GGGG 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 1GGGG 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 1GGGG 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	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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Old-Growth Troll GGG 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 GGG 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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Playtest cards - fortellers - Standard (Standard League)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Sculptor of Winter 16 Snow Creature -- Elf Rogue {T}: Untap target snow land. 2/2 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	Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tamiyo's Safekeeping 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.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulvenwald Oddity Creature -- Beast Trample, haste {5}{G}{G}: Transform this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulvenwald Oddity Creature -- Beast Trample, haste {5}{G}{G}: Transform this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulvenwald Oddity Creature -- Beast Trample, haste {5}{G}{G}: Transform this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Werewolf Pack Leader GG 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}{G}: 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 GG 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}{G}: 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 GG 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}{G}: 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 GG 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}{G}: 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
Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devouring Tendrils 1G 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

Masked Vandal 1 6 Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 ---- 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 PLAYbotbox.dev
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