

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	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emergent Sequence ①⑥ Sorcery Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. That land becomes a 0/0 green and blue Fractal creature that's still a land. Put a +1/+1 counter on it for each land you had enter the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emergent Sequence ①⑥ Sorcery Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. That land becomes a 0/0 green and blue Fractal creature that's still a land. Put a +1/+1 counter on it for each land you had enter the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emergent Sequence ①⑥ Sorcery Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. That land becomes a 0/0 green and blue Fractal creature that's still a land. Put a +1/+1 counter on it for each land you had enter the battlefield under your control this turn. 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

Playtest cards - eggplanta04 - Standard (Standard League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Esika's Chariot 3 6 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 3 6 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	Glorious Sunrise 3 6 6 Enchantment At the beginning of combat on your turn, choose one -- * Creatures you control get +1/+1 and gain trample until end of turn. * Target land gains "{T}: Add {G}{G}{G}" until end of turn. * Draw a card if you control a creature with power 3 or greater. * You gain 3 life. 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
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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	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Storm the Festival ③⑥⑥⑥ Sorcery Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Storm the Festival ③⑥⑥⑥ Sorcery Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Storm the Festival ③⑥⑥⑥ Sorcery Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Storm the Festival ③⑥⑥⑥ Sorcery Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Titan of Industry ④⑥⑥⑥ Creature -- Elemental Reach, trample When this creature enters, choose two -- * Destroy target artifact or enchantment. * Target player gains 5 life. * Create a 4/4 green Rhino Warrior creature token. * Put a shield counter on a creature you control. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Titan of Industry ④⑥⑥⑥ Creature -- Elemental Reach, trample When this creature enters, choose two -- * Destroy target artifact or enchantment. * Target player gains 5 life. * Create a 4/4 green Rhino Warrior creature token. * Put a shield counter on a creature you control. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Titan of Industry ④⑥⑥⑥ Creature -- Elemental Reach, trample When this creature enters, choose two -- * Destroy target artifact or enchantment. * Target player gains 5 life. * Create a 4/4 green Rhino Warrior creature token. * Put a shield counter on a creature you control. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Titan of Industry ④⑥⑥⑥ Creature -- Elemental Reach, trample When this creature enters, choose two -- * Destroy target artifact or enchantment. * Target player gains 5 life. * Create a 4/4 green Rhino Warrior creature token. * Put a shield counter on a creature you control. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Topiary Stomper 1GGG Creature -- Plant Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Topiary Stomper 1GGG Creature -- Plant Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Topiary Stomper 1GGG Creature -- Plant Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Topiary Stomper 1GGG Creature -- Plant Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Turntimber Symbiosis 4GGGG Sorcery Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has mana value 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order. ----- BACK FACE ----- Turntimber, Serpentine Wood Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Turntimber Symbiosis 4GGGG Sorcery Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has mana value 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order. ----- BACK FACE ----- Turntimber, Serpentine Wood Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Workshop Warchief 3GGG Creature -- Rhino Warrior Trample When this creature enters, you gain 3 life. When this creature dies, create a 4/4 green Rhino Warrior creature token. Blitz {4}{G}{G} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Workshop Warchief 3GGG Creature -- Rhino Warrior Trample When this creature enters, you gain 3 life. When this creature dies, create a 4/4 green Rhino Warrior creature token. Blitz {4}{G}{G} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Workshop Warchief (3)(G)(G) Creature -- Rhino Warrior Trample When this creature enters, you gain 3 life. When this creature dies, create a 4/4 green Rhino Warrior creature token. Blitz {4}{G}{G} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrenn and Seven (3)(G)(G) Legendary Planeswalker -- Wrenn [+1]: Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard. [0]: Put any number of land cards from your hand onto the battlefield tapped. [-3]: Create a green Treefolk creature token with reach and "This token's power and toughness are each equal to the number of lands you control." [-8]: Return all permanent cards from your graveyard to your hand. You get an emblem with "You have no maximum hand size." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrenn and Seven (3)(G)(G) Legendary Planeswalker -- Wrenn [+1]: Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard. [0]: Put any number of land cards from your hand onto the battlefield tapped. [-3]: Create a green Treefolk creature token with reach and "This token's power and toughness are each equal to the number of lands you control." [-8]: Return all permanent cards from your graveyard to your hand. You get an emblem with "You have no maximum hand size." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrenn and Seven (3)(G)(G) Legendary Planeswalker -- Wrenn [+1]: Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard. [0]: Put any number of land cards from your hand onto the battlefield tapped. [-3]: Create a green Treefolk creature token with reach and "This token's power and toughness are each equal to the number of lands you control." [-8]: Return all permanent cards from your graveyard to your hand. You get an emblem with "You have no maximum hand size." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Froghemoth (3)(G)(G) 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)(G)(G) 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	Invoke the Ancients (1)(G)(G)(G)(G) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal (1)(G) 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 PLAY botbox.dev

Playtest cards - eggplanta04 - Standard (Standard League)

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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	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	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
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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tajuru Blightblade Creature -- Elf Rogue Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tajuru Blightblade Creature -- Elf Rogue Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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