

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	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
Briarbridge Tracker ②⑥ Creature -- Human Scout 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Briarbridge Tracker ②⑥ Creature -- Human Scout 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Briarbridge Tracker ②⑥ Creature -- Human Scout 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushwhack ⑥ Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Choose one --

* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

Tramplé

As an additional cost to cast green permanent spells, you may pay 2 life. Those spells cost {G} less to cast if you paid life this way. This effect reduces only the amount of green mana you pay.

Whenever you cast a green permanent spell, put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GG

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Butivene - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Quirion Beastcaller 16 Creature -- Dryad Warrior Whenever you cast a creature spell, put a +1/+1 counter on this creature. When this creature dies, distribute X +1/+1 counters among any number of target creatures you control, where X is the number of +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quirion Beastcaller 16 Creature -- Dryad Warrior Whenever you cast a creature spell, put a +1/+1 counter on this creature. When this creature dies, distribute X +1/+1 counters among any number of target creatures you control, where X is the number of +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quirion Beastcaller 16 Creature -- Dryad Warrior Whenever you cast a creature spell, put a +1/+1 counter on this creature. When this creature dies, distribute X +1/+1 counters among any number of target creatures you control, where X is the number of +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quirion Beastcaller 16 Creature -- Dryad Warrior Whenever you cast a creature spell, put a +1/+1 counter on this creature. When this creature dies, distribute X +1/+1 counters among any number of target creatures you control, where X is the number of +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rootwire Amalgam 5 Artifact Creature -- Golem Prototype {1}{G} -- 2/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) {3}{G}{G}, Sacrifice this creature: Create an X/X colorless Golem artifact creature token, where X is three times this creature's power. It gains haste until end of turn. Activate only as a sorcery. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rootwire Amalgam 5 Artifact Creature -- Golem Prototype {1}{G} -- 2/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) {3}{G}{G}, Sacrifice this creature: Create an X/X colorless Golem artifact creature token, where X is three times this creature's power. It gains haste until end of turn. Activate only as a sorcery. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rootwire Amalgam 5 Artifact Creature -- Golem Prototype {1}{G} -- 2/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) {3}{G}{G}, Sacrifice this creature: Create an X/X colorless Golem artifact creature token, where X is three times this creature's power. It gains haste until end of turn. Activate only as a sorcery. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rootwire Amalgam 5 Artifact Creature -- Golem Prototype {1}{G} -- 2/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) {3}{G}{G}, Sacrifice this creature: Create an X/X colorless Golem artifact creature token, where X is three times this creature's power. It gains haste until end of turn. Activate only as a sorcery. 5/5 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	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
Kappa Tech-Wrecker 1G Creature -- Turtle Ninja Ninjutsu {1}{G} This creature enters with a deathtouch counter on it. Whenever this creature deals combat damage to a player, you may remove a deathtouch counter from it. When you do, exile target artifact or enchantment that player controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kappa Tech-Wrecker 1G Creature -- Turtle Ninja Ninjutsu {1}{G} This creature enters with a deathtouch counter on it. Whenever this creature deals combat damage to a player, you may remove a deathtouch counter from it. When you do, exile target artifact or enchantment that player controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kappa Tech-Wrecker 1G Creature -- Turtle Ninja Ninjutsu {1}{G} This creature enters with a deathtouch counter on it. Whenever this creature deals combat damage to a player, you may remove a deathtouch counter from it. When you do, exile target artifact or enchantment that player controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kappa Tech-Wrecker 1G Creature -- Turtle Ninja Ninjutsu {1}{G} This creature enters with a deathtouch counter on it. Whenever this creature deals combat damage to a player, you may remove a deathtouch counter from it. When you do, exile target artifact or enchantment that player controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Obstinate Baloth 2GG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obstinate Baloth 2GG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obstinate Baloth 2GG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tail Swipe G Instant Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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.)

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