

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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② ⑥

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 ④

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

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Legendary Artifact -- Vehicle

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Faceless Haven

Snow Land

{T}: Add {C}.
{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.)

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Inscription of Abundance ①⑥

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.

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Playtest cards - 2ijm - Standard (Standard Challenge)

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

Inscription of Abundance 1 G 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. 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	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
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Sculptor of Winter 1 6 Snow Creature -- Elf Rogue {T}: Untap target snow land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 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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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	Wrenn and Seven 366 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 366 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
Devouring Tendrils 16 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 PLAY botbox.dev	Devouring Tendrils 16 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 PLAY botbox.dev	Froghemoth 366 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 366 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

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Tajuru Blightblade 6 Creature -- Elf Rogue Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tovolar's Huntmaster 4 6 6 Creature -- Human Werewolf 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.) [sideboard] 6/6 ----- BACK FACE ----- Tovolar's Packleader Creature -- Werewolf Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens. {2}{6}{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	Wrenn and Seven 3 6 6 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." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	