

Decisive Denial G U Instant Choose one -- * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) * Counter target noncreature spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decisive Denial G U Instant Choose one -- * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) * Counter target noncreature spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decisive Denial G U Instant Choose one -- * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) * Counter target noncreature spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decisive Denial G U Instant Choose one -- * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) * Counter target noncreature spell unless its controller pays {3}. 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	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	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

Playtest cards - Wyern - Standard (Standard Super Qualifier) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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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.

Malevolent Hermit1U Creature -- Human Wizard {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) 2/1 ----- BACK FACE ----- Benevolent Geist Creature -- Spirit Wizard Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Old-Growth TrollGGG 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 PLAYbotbox.dev	Old-Growth TrollGGG 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 PLAYbotbox.dev	Old-Growth TrollGGG 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 PLAYbotbox.dev
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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Rimewood Falls Snow Land -- Forest Island ({T}: Add {G} or {U}.) This land enters tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rootcoil Creeper   Creature -- Plant Horror {T}: Add one mana of any color. {T}: Add two mana of any one color. Spend this mana only to cast spells from your graveyard. {G}{U}, {T}, Exile this creature: Return target card with flashback you own from exile to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rootcoil Creeper   Creature -- Plant Horror {T}: Add one mana of any color. {T}: Add two mana of any one color. Spend this mana only to cast spells from your graveyard. {G}{U}, {T}, Exile this creature: Return target card with flashback you own from exile to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rootcoil Creeper   Creature -- Plant Horror {T}: Add one mana of any color. {T}: Add two mana of any one color. Spend this mana only to cast spells from your graveyard. {G}{U}, {T}, Exile this creature: Return target card with flashback you own from exile to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vineglimmer Snarl Land As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vineglimmer Snarl Land As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vineglimmer Snarl Land As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {U}. 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}{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 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}{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 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}{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 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}{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

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	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
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	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	Iymrith, Desert Doom ③④④ Legendary Creature -- Dragon Flying Iymrith has ward {4} as long as it's untapped. Whenever Iymrith deals combat damage to a player, draw a card. Then if you have fewer than three cards in hand, draw cards equal to the difference. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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	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	Primal Adversary ②⑥ Creature -- Wolf Trample When this creature enters, you may pay {1}{G} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Primal Adversary ②⑥ Creature -- Wolf Trample When this creature enters, you may pay {1}{G} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands. [sideboard] 4/3 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tajuru Blightblade ⑥ Creature -- Elf Rogue Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tajuru Blightblade ⑥ Creature -- Elf Rogue Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Test of Talents 1U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Test of Talents 1U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Test of Talents 1U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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