Ascendant Packleader (G)

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avabruck Caretaker (4)(G)(G)

Creature -- Human Werewolf

Hexproof
At the beginning of combat on your turn, put two +1/+1 counters on another target creature you control.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

4/4

- - - BACK FACE - - -

Hollowhenge Huntmaster

Creature -- Werewolf

Hexproof
Other permanents you control have hexproof.
At the beginning of combat on your turn, put two +1/+1 counters on each creature you control.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blizzard Brawl (G)

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Talisker - Standard (Standard Challenge) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Esika's Chariot {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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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* Target creature you control fights target creature you don't control.

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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Kazandu Valley

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This land enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Old-Growth Troll (G)(G)(G)

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

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Talisker - Standard (Standard Challenge) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ranger Class {1}{G}

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}{G}: Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
{3}{G}: 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sculptor of Winter {1}{G}

Snow Creature -- Elf Rogue

{T}: Untap target snow land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - Talisker - Standard (Standard Challenge) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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Playtest cards - Talisker - Standard (Standard Challenge) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Werewolf Pack Leader {G}{G}

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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avabruck Caretaker {4}{G}{G}

Creature -- Human Werewolf

Hexproof
At the beginning of combat on your turn, put two +1/+1 counters on another target creature you control.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

[sideboard]

4/4

- - - BACK FACE - - -

Hollowhenge Huntmaster

Creature -- Werewolf

Hexproof
Other permanents you control have hexproof.
At the beginning of combat on your turn, put two +1/+1 counters on each creature you control.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Briarbridge Tracker {2}{G}

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.

[sideboard]

2/3

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[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Talisker - Standard (Standard Challenge) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

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[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

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* Target creature you control fights target creature you don't control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outland Liberator {1}{G}

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

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[sideboard]

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[sideboard]

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Ranger Class {1}{G}

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}{G}: Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
{3}{G}: 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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil {G}

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

Playtest cards - Talisker - Standard (Standard Challenge) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Snakeskin Veil (G)

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

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil (G)

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

Playtest cards - Talisker - Standard (Standard Challenge) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.