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| <div> <b>Ascendant Packleader</b> </div> <div>           Creature -- Wolf         </div> <div> <p>             This creature enters with a +1/+1 counter on it if you control a permanent with mana value 4 or greater.<br/>             Whenever you cast a spell with mana value 4 or greater, put a +1/+1 counter on this creature.           </p> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                       | <div> <b>Ascendant Packleader</b> </div> <div>           Creature -- Wolf         </div> <div> <p>             This creature enters with a +1/+1 counter on it if you control a permanent with mana value 4 or greater.<br/>             Whenever you cast a spell with mana value 4 or greater, put a +1/+1 counter on this creature.           </p> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                       | <div> <b>Ascendant Packleader</b> </div> <div>           Creature -- Wolf         </div> <div> <p>             This creature enters with a +1/+1 counter on it if you control a permanent with mana value 4 or greater.<br/>             Whenever you cast a spell with mana value 4 or greater, put a +1/+1 counter on this creature.           </p> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                       | <div> <b>Ascendant Packleader</b> </div> <div>           Creature -- Wolf         </div> <div> <p>             This creature enters with a +1/+1 counter on it if you control a permanent with mana value 4 or greater.<br/>             Whenever you cast a spell with mana value 4 or greater, put a +1/+1 counter on this creature.           </p> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                       |
| <div> <b>Blizzard Brawl</b> </div> <div>           Snow Sorcery         </div> <div> <p>             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.)           </p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Blizzard Brawl</b> </div> <div>           Snow Sorcery         </div> <div> <p>             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.)           </p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Blizzard Brawl</b> </div> <div>           Snow Sorcery         </div> <div> <p>             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.)           </p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Blizzard Brawl</b> </div> <div>           Snow Sorcery         </div> <div> <p>             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.)           </p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

### 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

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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.)

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| <div> <div> <b>Old-Growth Troll</b> <div> <div>G</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Troll Warrior         </div> <div>           Trample<br/>           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.'"         </div> <div> <div>4/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                              | <div> <div> <b>Old-Growth Troll</b> <div> <div>G</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Troll Warrior         </div> <div>           Trample<br/>           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.'"         </div> <div> <div>4/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Old-Growth Troll</b> <div> <div>G</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Troll Warrior         </div> <div>           Trample<br/>           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.'"         </div> <div> <div>4/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Old-Growth Troll</b> <div> <div>G</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Troll Warrior         </div> <div>           Trample<br/>           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.'"         </div> <div> <div>4/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |
| <div> <div> <b>Ranger Class</b> <div> <div>1</div> <div>G</div> </div> </div> <div>           Enchantment -- Class         </div> <div>           (Gain the next level as a sorcery to add its ability.)<br/>           When this Class enters, create a 2/2 green Wolf creature token.<br/>           {1}{G}: Level 2<br/>           Whenever you attack, put a +1/+1 counter on target attacking creature.<br/>           {3}{G}: Level 3<br/>           You may look at the top card of your library any time.<br/>           You may cast creature spells from the top of your library.         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Sculptor of Winter</b> <div> <div>1</div> <div>G</div> </div> </div> <div>           Snow Creature -- Elf Rogue         </div> <div>           {T}: Untap target snow land.         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                                                                                                     | <div> <div> <b>Sculptor of Winter</b> <div> <div>1</div> <div>G</div> </div> </div> <div>           Snow Creature -- Elf Rogue         </div> <div>           {T}: Untap target snow land.         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                                                                                                     | <div> <div> <b>Sculptor of Winter</b> <div> <div>1</div> <div>G</div> </div> </div> <div>           Snow Creature -- Elf Rogue         </div> <div>           {T}: Untap target snow land.         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                                                                                                     |

Playtest cards - elad3127 - Standard (Standard Challenge)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Sculptor of Winter</div><div><div>16</div></div></div> <div>Snow Creature -- Elf Rogue</div> <div>{T}: Untap target snow land.</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Snow-Covered Forest</div></div> <div>Basic Snow Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Snow-Covered Forest</div></div> <div>Basic Snow Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Snow-Covered Forest</div></div> <div>Basic Snow Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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**Playtest cards - elad3127 - Standard (Standard Challenge)**

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Werewolf Pack Leader</b> ⑥⑥</p> <p>Creature -- Human Werewolf</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                    | <p><b>Werewolf Pack Leader</b> ⑥⑥</p> <p>Creature -- Human Werewolf</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                    | <p><b>Werewolf Pack Leader</b> ⑥⑥</p> <p>Creature -- Human Werewolf</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                    | <p><b>Werewolf Pack Leader</b> ⑥⑥</p> <p>Creature -- Human Werewolf</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                   |
| <p><b>Inscription of Abundance</b> ①⑥</p> <p>Instant</p> <p>Kicker {2}{G}<br/>Choose one. If this spell was kicked, choose any number instead.<br/>* Put two +1/+1 counters on target creature.<br/>* Target player gains X life, where X is the greatest power among creatures they control.<br/>* Target creature you control fights target creature you don't control.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Inscription of Abundance</b> ①⑥</p> <p>Instant</p> <p>Kicker {2}{G}<br/>Choose one. If this spell was kicked, choose any number instead.<br/>* Put two +1/+1 counters on target creature.<br/>* Target player gains X life, where X is the greatest power among creatures they control.<br/>* Target creature you control fights target creature you don't control.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Inscription of Abundance</b> ①⑥</p> <p>Instant</p> <p>Kicker {2}{G}<br/>Choose one. If this spell was kicked, choose any number instead.<br/>* Put two +1/+1 counters on target creature.<br/>* Target player gains X life, where X is the greatest power among creatures they control.<br/>* Target creature you control fights target creature you don't control.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Outland Liberator</b> ①⑥</p> <p>Creature -- Human Werewolf</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> <p>[sideboard]</p> <p>2/2</p> <p>----- BACK FACE -----</p> <p><b>Frenzied Trapbreaker</b></p> <p>Creature -- Werewolf</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/>Whenever this creature attacks, destroy target artifact or enchantment defending player controls.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

**Playtest cards - elad3127 - Standard (Standard Challenge)**

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



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| <div> <div> <b>Outland Liberator</b> <div> <div>1</div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Human Werewolf</div> <div> {1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/> Daybound (If a player casts no spells during their own turn, it becomes night next turn.) </div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>----- BACK FACE -----</div> <div> <b>Frenzied Trapbreaker</b> <div> <div> </div> </div> <div> <div> <div>Creature -- Werewolf</div> <div> {1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/> Whenever this creature attacks, destroy target artifact or enchantment defending player controls.<br/> Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) </div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div></div> | <div> <div> <b>Outland Liberator</b> <div> <div>1</div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Human Werewolf</div> <div> {1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/> Daybound (If a player casts no spells during their own turn, it becomes night next turn.) </div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>----- BACK FACE -----</div> <div> <b>Frenzied Trapbreaker</b> <div> <div> </div> </div> <div> <div> <div>Creature -- Werewolf</div> <div> {1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/> Whenever this creature attacks, destroy target artifact or enchantment defending player controls.<br/> Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) </div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div></div> | <div> <div> <b>Ranger Class</b> <div> <div>1</div> <div>G</div> </div> </div> <div> <div> <div>Enchantment -- Class</div> <div> (Gain the next level as a sorcery to add its ability.)<br/> When this Class enters, create a 2/2 green Wolf creature token.<br/> {1}{G}: Level 2<br/> Whenever you attack, put a +1/+1 counter on target attacking creature.<br/> {3}{G}: Level 3<br/> You may look at the top card of your library any time.<br/> You may cast creature spells from the top of your library. </div> <div>[sideboard]</div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div> <b>Snakeskin Veil</b> <div> <div>G</div> </div> </div> <div> <div> <div>Instant</div> <div> 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.) </div> <div>[sideboard]</div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <div> <div> <b>Snakeskin Veil</b> <div> <div>G</div> </div> </div> <div> <div> <div>Instant</div> <div> 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.) </div> <div>[sideboard]</div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div> <div> <b>Snakeskin Veil</b> <div> <div>G</div> </div> </div> <div> <div> <div>Instant</div> <div> 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.) </div> <div>[sideboard]</div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div> <div> <b>Tajuru Blightblade</b> <div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Elf Rogue</div> <div> Deathtouch </div> <div>[sideboard]</div> </div> <div> <div> <div>1/1</div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div></div>                                                                                                                                                                                                                                                                                                                                  | <div> <div> <b>Tovolar's Huntmaster</b> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Human Werewolf</div> <div> When this creature enters, create two 2/2 green Wolf creature tokens.<br/> Daybound (If a player casts no spells during their own turn, it becomes night next turn.) </div> <div>[sideboard]</div> </div> <div> <div> <div>6/6</div> </div> <div> <div> <div>----- BACK FACE -----</div> <div> <b>Tovolar's Packleader</b> <div> <div> </div> </div> <div> <div> <div>Creature -- Werewolf</div> <div> Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens.<br/> {2}{G}{G}: Another target Wolf or Werewolf you control fights target creature you don't control.<br/> Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) </div> <div>7/7</div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div></div></div></div></div> |

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| <div> <div> <b>Tovolar's Huntmaster</b> <span>(4)(G)(G)</span> </div> <div>           Creature -- Human Werewolf         </div> </div> <div> <p>When this creature enters, create two 2/2 green Wolf creature tokens.</p> <p>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> <p>[sideboard]</p> <div>6/6</div> </div> <div> <div> <b>Tovolar's Packleader</b> </div> <div>           Creature -- Werewolf         </div> </div> <div> <p>Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens.</p> <p>{2}{G}{G}: Another target Wolf or Werewolf you control fights target creature you don't control.</p> <p>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> <div>7/7</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <div> <b>Wrenn and Seven</b> <span>(3)(G)(G)</span> </div> <div>           Legendary Planeswalker -- Wrenn         </div> </div> <div> <p>[+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.</p> <p>[0]: Put any number of land cards from your hand onto the battlefield tapped.</p> <p>[-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."</p> <p>[-8]: Return all permanent cards from your graveyard to your hand. You get an emblem with "You have no maximum hand size."</p> <p>[sideboard]</p> <div>L 5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <div> <b>Wrenn and Seven</b> <span>(3)(G)(G)</span> </div> <div>           Legendary Planeswalker -- Wrenn         </div> </div> <div> <p>[+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.</p> <p>[0]: Put any number of land cards from your hand onto the battlefield tapped.</p> <p>[-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."</p> <p>[-8]: Return all permanent cards from your graveyard to your hand. You get an emblem with "You have no maximum hand size."</p> <p>[sideboard]</p> <div>L 5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
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