

GG

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{1}, Remove a +1/+1 counter from this creature: This creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Forest Island

((T): Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Basic Land -- Forest

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

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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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G

Creature -- Elf Druid

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

1/1

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3GG

Legendary Planeswalker -- Nissa

Whenever you tap a Forest for mana, add an additional {G}.

[+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.

[-8]: You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle.

L 5

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3 G G

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Nissa, Who Shakes the World 3 G G Legendary Planeswalker -- Nissa Whenever you tap a Forest for mana, add an additional {G}. [+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land. [-8]: You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Who Shakes the World 3 G G Legendary Planeswalker -- Nissa Whenever you tap a Forest for mana, add an additional {G}. [+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land. [-8]: You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paradise Druid 1 G Creature -- Elf Druid This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) {T}: Add one mana of any color. 2 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paradise Druid 1 G Creature -- Elf Druid This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) {T}: Add one mana of any color. 2 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Arianne - 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;
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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Thorn Lieutenant ①⑥ Creature -- Elf Warrior Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vine Mare ②⑥⑥ Creature -- Elemental Horse Hexproof (This creature can't be the target of spells or abilities your opponents control.) This creature can't be blocked by black creatures. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vine Mare ②⑥⑥ Creature -- Elemental Horse Hexproof (This creature can't be the target of spells or abilities your opponents control.) This creature can't be blocked by black creatures. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vine Mare ②⑥⑥ Creature -- Elemental Horse Hexproof (This creature can't be the target of spells or abilities your opponents control.) This creature can't be blocked by black creatures. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vivien, Arkbow Ranger ①⑥⑥⑥ Legendary Planeswalker -- Vivien [+1]: Distribute two +1/+1 counters among up to two target creatures. They gain trample until end of turn. [-3]: Target creature you control deals damage equal to its power to target creature or planeswalker. [-5]: You may reveal a creature card you own from outside the game and put it into your hand. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Arkbow Ranger ①⑥⑥⑥ Legendary Planeswalker -- Vivien [+1]: Distribute two +1/+1 counters among up to two target creatures. They gain trample until end of turn. [-3]: Target creature you control deals damage equal to its power to target creature or planeswalker. [-5]: You may reveal a creature card you own from outside the game and put it into your hand. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Arkbow Ranger ①⑥⑥⑥ Legendary Planeswalker -- Vivien [+1]: Distribute two +1/+1 counters among up to two target creatures. They gain trample until end of turn. [-3]: Target creature you control deals damage equal to its power to target creature or planeswalker. [-5]: You may reveal a creature card you own from outside the game and put it into your hand. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Arkbow Ranger ①⑥⑥⑥ Legendary Planeswalker -- Vivien [+1]: Distribute two +1/+1 counters among up to two target creatures. They gain trample until end of turn. [-3]: Target creature you control deals damage equal to its power to target creature or planeswalker. [-5]: You may reveal a creature card you own from outside the game and put it into your hand. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Voracious Hydra (X)(G)(G) Creature -- Hydra Trample This creature enters with X +1/+1 counters on it. When this creature enters, choose one -- * Double the number of +1/+1 counters on this creature. * This creature fights target creature you don't control. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voracious Hydra (X)(G)(G) Creature -- Hydra Trample This creature enters with X +1/+1 counters on it. When this creature enters, choose one -- * Double the number of +1/+1 counters on this creature. * This creature fights target creature you don't control. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voracious Hydra (X)(G)(G) Creature -- Hydra Trample This creature enters with X +1/+1 counters on it. When this creature enters, choose one -- * Double the number of +1/+1 counters on this creature. * This creature fights target creature you don't control. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voracious Hydra (X)(G)(G) Creature -- Hydra Trample This creature enters with X +1/+1 counters on it. When this creature enters, choose one -- * Double the number of +1/+1 counters on this creature. * This creature fights target creature you don't control. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Agent of Treachery (5)(U)(U) Creature -- Human Rogue When this creature enters, gain control of target permanent. At the beginning of your end step, if you control three or more permanents you don't own, draw three cards. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agent of Treachery (5)(U)(U) Creature -- Human Rogue When this creature enters, gain control of target permanent. At the beginning of your end step, if you control three or more permanents you don't own, draw three cards. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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[sidebar]

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①②

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[sidebar]

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2GG

Hexproof
You can't cast noncreature spells.
{2}: This creature loses all abilities until end of turn. Any player may activate this ability. 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]

6/6

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[sidebar]

6/6

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[sidebar]

6/6

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[sidebar]

6/6

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Thrashing Brontodon (1)(G)(G)

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Veil of Summer 6 Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer 6 Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer 6 Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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