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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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This land enters tapped unless you control a Forest.

{T}: Add {G}.

{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.

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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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Forest

Basic Land -- Forest

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3 G

Creature -- Beast

Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.)

Reach, trample

Whenever this creature mutates,
destroy target artifact or
enchantment an opponent controls.

4/4

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① ⑥

Creature -- Elf Crab Warrior

{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)

Whenever one or more +1/+1 counters are put on this creature, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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Playtest cards - mrjkl - 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;

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Growth-Chamber Guardian 1 6 Creature -- Elf Crab Warrior {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Growth-Chamber Guardian 1 6 Creature -- Elf Crab Warrior {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast 2 6 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire 6 Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast 2 6 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire 6 Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Stonecoil Serpent (X) Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Arkbow Ranger 1GGG 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 1GGG 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, Monsters' Advocate 3GG Legendary Planeswalker -- Vivien You may look at the top card of your library any time. You may cast creature spells from the top of your library. [+1]: Create a 3/3 green Beast creature token. Put your choice of a reach counter, a vigilance counter, or a trample counter on it. [-2]: When you next cast a creature spell this turn, search your library for a creature card with lesser mana value, put it onto the battlefield, then shuffle. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gemrazer 3G Creature -- Beast Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemrazer 3G Creature -- Beast Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oakhame Adversary 3G Creature -- Elf Warrior This spell costs {2} less to cast if an opponent controls a green permanent. Deathtouch Whenever this creature deals combat damage to a player, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oakhame Adversary 3G Creature -- Elf Warrior This spell costs {2} less to cast if an opponent controls a green permanent. Deathtouch Whenever this creature deals combat damage to a player, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Oakhame Adversary (3)(G) Creature -- Elf Warrior This spell costs {2} less to cast if an opponent controls a green permanent. Deathtouch Whenever this creature deals combat damage to a player, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oakhame Adversary (3)(G) Creature -- Elf Warrior This spell costs {2} less to cast if an opponent controls a green permanent. Deathtouch Whenever this creature deals combat damage to a player, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primal Might (X)(G) Sorcery Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ram Through (1)(G) Instant Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Shifting Ceratops 2GG

Creature -- Dinosaur

This spell can't be countered.
Protection from blue (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything blue.)
{G}: This creature gains your choice of reach, trample, or haste until end of turn.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Great Henge 7GG

Legendary Artifact

This spell costs {X} less to cast, where X is the greatest power among creatures you control.
{T}: Add {G}{G}. You gain 2 life.
Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vivien, Monsters' Advocate 3GG

Legendary Planeswalker -- Vivien

You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
[+1]: Create a 3/3 green Beast creature token. Put your choice of a reach counter, a vigilance counter, or a trample counter on it.
[-2]: When you next cast a creature spell this turn, search your library for a creature card with lesser mana value, put it onto the battlefield, then shuffle.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev