

Elvish Mystic Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic Creature -- Elf Druid {T}: Add {G}. 1/1 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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Incubation Druid ①⑥ Creature -- Elf Druid {T}: Add one mana of any type that a land you control could produce. If this creature has a +1/+1 counter on it, add three mana of that type instead. {3}{G}{G}: Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incubation Druid ①⑥ Creature -- Elf Druid {T}: Add one mana of any type that a land you control could produce. If this creature has a +1/+1 counter on it, add three mana of that type instead. {3}{G}{G}: Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incubation Druid ①⑥ Creature -- Elf Druid {T}: Add one mana of any type that a land you control could produce. If this creature has a +1/+1 counter on it, add three mana of that type instead. {3}{G}{G}: Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incubation Druid ①⑥ Creature -- Elf Druid {T}: Add one mana of any type that a land you control could produce. If this creature has a +1/+1 counter on it, add three mana of that type instead. {3}{G}{G}: Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Llanowar Visionary (2)(G) Creature -- Elf Druid When this creature enters, draw a card. {T}: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Visionary (2)(G) Creature -- Elf Druid When this creature enters, draw a card. {T}: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Visionary (2)(G) Creature -- Elf Druid When this creature enters, draw a card. {T}: Add {G}. 2/2 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
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Playtest cards - 6argamel - Pioneer (Pioneer 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;
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 5/10 - 8 cards - 2.5 x 3.5 in each

Legendary Land

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{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

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©

Legendary Enchantment

When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

You may spend mana as though it were mana of any color to cast planeswalker spells.

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G

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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.

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L 4

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	Voracious Hydra ①⑥⑥ 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
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① ②

Enchant land
Whenever enchanted land is tapped
for mana, its controller adds an
additional {G}.
{4}{G}, Sacrifice this Aura: Create
a 2/2 green Wolf creature token.
Activate only during your turn.

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① ⑥

Enchant land
Whenever enchanted land is tapped
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{4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token.
Activate only during your turn.

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3 G G

Reach, vigilance, trample
Whenever this creature attacks or
blocks, choose one --
* Create a 3/3 green Beast creature
token.
* You gain 3 life.
* Draw a card.

[sideboard]

6/6

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① ②

Target creature you control gets +1/+2 until end of turn. It fights target creature you don't control. (Each deals damage equal to its power to the other.)

[sideboard]

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① ②

Target creature you control gets +1/+2 until end of turn. It fights 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

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[sideboard]

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Target creature you control gets +1/+2 until end of turn. It fights target creature you don't control. (Each deals damage equal to its power to the other.)

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①

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

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Permanents you control gain hexproof and indestructible until end of turn.

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1 G G

This spell can't be countered.
Creature spells you control can't be countered.

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4/3

① ⑥

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

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① G

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

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2/2

① ②

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Flash
This spell can't be countered.
Reach, protection from blue
```

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

```
Flash
This spell can't be countered.
Reach, protection from blue
```

[sideboard]

2/2

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10

When you cast this spell, exile two target permanents.

Indestructible
Whenever Ulamog attacks, defending
player exiles the top twenty cards
of their library.

[sidebar]

10/10

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