

Aether Gust 1 U Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Gust 1 U Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Garenbrig Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Vantress Land This land enters tapped unless you control an Island. {T}: Add {U}. {2}{U}{U}, {T}: Scry 2. 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 ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gilded Goose Creature -- Bird Flying When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gilded Goose Creature -- Bird Flying When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gilded Goose Creature -- Bird Flying When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Island

Basic Land -- Island

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

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① ⑥

Creature -- Elemental Druid

{T}: Add {G}. If you control four or more creatures, add {G}{G} instead.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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{T}: Add {G}. If you control four or more creatures, add {G}{G} instead.

0/3

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② ③

Instant

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GG

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3 G G

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nissa, Who Shakes the World (1)(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	Oko, Thief of Crowns (1)(G)(U) Legendary Planeswalker -- Oko [+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3. [-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oko, Thief of Crowns (1)(G)(U) Legendary Planeswalker -- Oko [+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3. [-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oko, Thief of Crowns (1)(G)(U) Legendary Planeswalker -- Oko [+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3. [-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - all14non - 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; 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 6/10 - 8 cards - 2.5 x 3.5 in each

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	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	Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. 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

Wicked Wolf ②⑥⑥ Creature -- Wolf When this creature enters, it fights up to one target creature you don't control. Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn. Tap it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wicked Wolf ②⑥⑥ Creature -- Wolf When this creature enters, it fights up to one target creature you don't control. Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn. Tap it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wicked Wolf ②⑥⑥ Creature -- Wolf When this creature enters, it fights up to one target creature you don't control. Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn. Tap it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wicked Wolf ②⑥⑥ Creature -- Wolf When this creature enters, it fights up to one target creature you don't control. Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn. Tap it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aether Gust ①④ Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Gust ①④ Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agent of Treachery ⑤④④ 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 ①④ Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke ①④ Instant Counter target spell with mana value 4 or greater. [sideboard] 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 PLAYbotbox.dev	Lovestruck Beast ②⑥ Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. [sideboard] 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 PLAYbotbox.dev	Lovestruck Beast ②⑥ Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. [sideboard] 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 PLAYbotbox.dev	Lovestruck Beast ②⑥ Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. [sideboard] 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 PLAYbotbox.dev
Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

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