

① ②

When this creature enters, earthbend  
1. (Target land you control becomes  
a 0/0 creature with haste that's  
still a land. Put a +1/+1 counter on  
it. When it dies or is exiled,  
return it to the battlefield  
tapped.)  
Whenever you tap a creature for  
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**2/2**

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{T}: Add {G}.  
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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**Reach**  
When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.  
When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.

5/6

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| <div>Cavalier of Thorns 2GGG</div> <div>Creature -- Elemental Knight</div> <div>Reach<br/>When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.<br/>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cavalier of Thorns 2GGG</div> <div>Creature -- Elemental Knight</div> <div>Reach<br/>When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.<br/>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elvish Mystic G</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elvish Mystic G</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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Playtest cards - SB36 - Pioneer (Holiday Night Magic)

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| <b>Storm the Festival</b> ③⑥⑥⑥<br><hr/> Sorcery<br><hr/> <p>Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</p> <p>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Storm the Festival</b> ③⑥⑥⑥<br><hr/> Sorcery<br><hr/> <p>Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</p> <p>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Ulvenwald Oddity</b> ②⑥⑥<br><hr/> Creature -- Beast<br><hr/> Trample, haste<br>{5}{G}{G}: Transform this creature. <div>4/4</div> <div>BACK FACE</div> <hr/> <b>Ulvenwald Behemoth</b><br><hr/> Creature -- Beast Horror<br><hr/> Trample, haste<br>Other creatures you control get +1/+1 and have trample and haste. <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Ulvenwald Oddity</b> ②⑥⑥<br><hr/> Creature -- Beast<br><hr/> Trample, haste<br>{5}{G}{G}: Transform this creature. <div>4/4</div> <div>BACK FACE</div> <hr/> <b>Ulvenwald Behemoth</b><br><hr/> Creature -- Beast Horror<br><hr/> Trample, haste<br>Other creatures you control get +1/+1 and have trample and haste. <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Arboreal Grazer</b> ⑥<br><hr/> Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped. <div>[sideboard]</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  | <b>Arboreal Grazer</b> ⑥<br><hr/> Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped. <div>[sideboard]</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  | <b>Arboreal Grazer</b> ⑥<br><hr/> Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped. <div>[sideboard]</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                        | <b>Cityscape Leveler</b> ⑧<br><hr/> Artifact Creature -- Construct<br><hr/> Trample<br>When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.<br>Unearth {8} <div>[sideboard]</div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  |

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| <b>Damping Sphere</b> ②<br>Artifact<br><p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Damping Sphere</b> ②<br>Artifact<br><p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Emrakul, the Promised End</b> ⑬<br>Legendary Creature -- Eldrazi<br><p>This spell costs {1} less to cast for each card type among cards in your graveyard.<br/>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.<br/>Flying, trample, protection from instants</p> <p>[sideboard]</p> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Obstinate Baloth</b> ②⑥⑥<br>Creature -- Beast<br><p>When this creature enters, you gain 4 life.<br/>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.</p> <p>[sideboard]</p> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                  |
| <b>Surrak, Elusive Hunter</b> ②⑥<br>Legendary Creature -- Human Warrior<br><p>This spell can't be countered.<br/>Trample<br/>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.</p> <p>[sideboard]</p> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Surrak, Elusive Hunter</b> ②⑥<br>Legendary Creature -- Human Warrior<br><p>This spell can't be countered.<br/>Trample<br/>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.</p> <p>[sideboard]</p> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Unlicensed Hearse</b> ②<br>Artifact -- Vehicle<br><p>{T}: Exile up to two target cards from a single graveyard.<br/>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>Crew 2</p> <p>[sideboard]</p> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                   | <b>Voracious Hydra</b> ①⑥⑥<br>Creature -- Hydra<br><p>Trample<br/>This creature enters with X +1/+1 counters on it.<br/>When this creature enters, choose one --<br/>* Double the number of +1/+1 counters on this creature.<br/>* This creature fights target creature you don't control.</p> <p>[sideboard]</p> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div> <b>Voracious Hydra</b> <div> <div>X</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Hydra         </div> <div>           Trample<br/>           This creature enters with X +1/+1 counters on it.<br/>           When this creature enters, choose one --<br/>           * Double the number of +1/+1 counters on this creature.<br/>           * This creature fights target creature you don't control.<br/><br/>           [sideboard]         </div> <div> <div>0/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Voracious Hydra</b> <div> <div>X</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Hydra         </div> <div>           Trample<br/>           This creature enters with X +1/+1 counters on it.<br/>           When this creature enters, choose one --<br/>           * Double the number of +1/+1 counters on this creature.<br/>           * This creature fights target creature you don't control.<br/><br/>           [sideboard]         </div> <div> <div>0/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Voracious Hydra</b> <div> <div>X</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Hydra         </div> <div>           Trample<br/>           This creature enters with X +1/+1 counters on it.<br/>           When this creature enters, choose one --<br/>           * Double the number of +1/+1 counters on this creature.<br/>           * This creature fights target creature you don't control.<br/><br/>           [sideboard]         </div> <div> <div>0/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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