

G

$\{T\}$: Untap target Forest.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Mountain Forest

(**{T}**: Add **{R}** or **{G}**.)
This land enters tapped unless you control two or more basic lands.

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15

This spell can't be countered.
When you cast this spell, take an extra turn after this one.
Flying, protection from spells that are one or more colors, annihilator 6
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

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1 G G

When this creature enters, you may return target card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1GG

When this creature enters, you may return target card from your graveyard to your hand.

2/1

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Eternal Witness 1GG Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk Wildspeaker 2GG Legendary Planeswalker -- Garruk [+1]: Untap two target lands. [-1]: Create a 3/3 green Beast creature token. [-4]: Creatures you control get +3/+3 and gain trample until end of turn. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk Wildspeaker 2GG Legendary Planeswalker -- Garruk [+1]: Untap two target lands. [-1]: Create a 3/3 green Beast creature token. [-4]: Creatures you control get +3/+3 and gain trample until end of turn. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk Wildspeaker 2GG Legendary Planeswalker -- Garruk [+1]: Untap two target lands. [-1]: Create a 3/3 green Beast creature token. [-4]: Creatures you control get +3/+3 and gain trample until end of turn. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Harmonize 2 6 6 Sorcery Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harmonize 2 6 6 Sorcery Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Joraga Treespeaker 6 Creature -- Elf Druid Level up {1}{G} ({1}{G}: Put a level counter on this. Level up only as a sorcery.) LEVEL 1-4 1/2 {T}: Add {G}{G}. LEVEL 5+ 1/4 Elves you control have "{T}: Add {G}{G}." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kessig Wolf Run Land {T}: Add {C}. {X}{R}{G}, {T}: Target creature gets +X/+0 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nissa, Worldwaker 3 6 6 Legendary Planeswalker -- Nissa [+1]: Target land you control becomes a 4/4 Elemental creature with trample. It's still a land. [+1]: Untap up to four target Forests. [-7]: Search your library for any number of basic land cards, put them onto the battlefield, then shuffle. Those lands become 4/4 Elemental creatures with trample. They're still lands. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nykthos, Shrine to Nyx Legendary Land {T}: Add {C}. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nykthos, Shrine to Nyx Legendary Land {T}: Add {C}. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrowth 2 6 Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 G

Enchant land
Whenever enchanted land is tapped
for mana, its controller adds an
additional {G}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Enchant land
Whenever enchanted land is tapped
for mana, its controller adds an
additional {G}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchant land
Whenever enchanted land is tapped
for mana, its controller adds an
additional {G}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

```
Choose two --
* Target player gains 7 life.
* Put target noncreature permanent
  on top of its owner's library.
* Target player shuffles their
  graveyard into their library.
* Search your library for a creature
  card, reveal it, put it into your
  hand, then shuffle.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

Choose two --

- * Target player gains 7 life.
- * Put target noncreature permanent on top of its owner's library.
- * Target player shuffles their graveyard into their library.
- * Search your library for a creature card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GG

```
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* Target player gains 7 life.
* Put target noncreature permanent
  on top of its owner's library.
* Target player shuffles their
  graveyard into their library.
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  card, reveal it, put it into your
  hand, then shuffle.
```

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4GG

Trample
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

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{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)

0/4

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Stomping Ground

Land -- Mountain Forest

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

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Thragtusk

Creature -- Beast

When this creature enters, you gain 5 life.

When this creature leaves the battlefield, create a 3/3 green Beast creature token.

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Tooth and Nail

Sorcery

Choose one --

- * Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle.
- * Put up to two creature cards from your hand onto the battlefield.

Entwine {2} (Choose both if you pay the entwine cost.)

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Choose one --

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Utopia Spraw1

Enchantment - - Aura

Enchant Forest

As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

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Utopia Sprawl

Enchantment - - Aura

Enchant Forest
As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

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$\{T\}$: Untap target land.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

$\{T\}$: Untap target land.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

$\{T\}$: Untap target land.

1/2

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① ⑥

$\{T\}$: Untap target land.

1/2

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 7/10 - 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.

Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Xenagos, God of Revels 3RG Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Xenagos isn't a creature. At the beginning of combat on your turn, another target creature you control gains haste and gets +X/+X until end of turn, where X is that creature's power. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ancient Grudge 1R Instant Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Grudge 1R Instant Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Grudge 1R Instant Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Moon 2R Enchantment Nonbasic lands are Mountains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Nonbasic lands are Mountains.

[sideboard]

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4 G G G

Flying, deathtouch
When this creature enters, create
four 1/1 green Insect creature
tokens with flying and deathtouch.

[sidebar]

2/2

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®

Lightning Bolt deals 3 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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Lightning Bolt deals 3 damage to any
target.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

When this creature enters, you gain 4 life.

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.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

When this creature enters, you gain 4 life.

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.

[sidebar]

4/4

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®

This spell can't be countered.
Rending Volley deals 4 damage to
target white or blue creature.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

This spell can't be countered.
Rending Volley deals 4 damage to
target white or blue creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rending Volley Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] 2/2	Scavenging Ooze Creature -- Ooze {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. [sideboard] 2/2	Scavenging Ooze Creature -- Ooze {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. [sideboard] 2/2	
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