

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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①GG

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

2/1

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①GG

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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 PLAY botbox.dev	Harmonize 2 6 6 Sorcery Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Nyktos, 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 PLAY botbox.dev	Nyktos, 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 PLAY botbox.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 PLAY botbox.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

②⑥

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.
```

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3 G G

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3GG

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  hand, then shuffle.
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4 G G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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
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1/2

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1/2

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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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{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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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

Blood Moon (2)(R) Enchantment Nonbasic lands are Mountains. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hornet Queen (4)(G)(G)(G) Creature -- Insect Flying, deathtouch When this creature enters, create four 1/1 green Insect creature tokens with flying and deathtouch. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt (R) Instant Lightning Bolt deals 3 damage to any target. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt (R) Instant Lightning Bolt deals 3 damage to any target. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth (2)(G)(G) Creature -- Beast 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth (2)(G)(G) Creature -- Beast 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rending Volley (R) Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] 4/4 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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