

G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
 {T}: Add {C}.
 {5}, {T}: Draw a card. Activate only if you have the city's blessing.

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Legendary Land

{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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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.

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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 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 PLAY botbox.dev	Cavalier of Thorns 2GGG Creature -- Elemental Knight 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavalier of Thorns 2GGG Creature -- Elemental Knight 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Cultivate (2)(G) Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Atarka (5)(R)(G) Legendary Creature -- Elder Dragon Flying, trample When Dragonlord Atarka enters, it deals 5 damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Atarka (5)(R)(G) Legendary Creature -- Elder Dragon Flying, trample When Dragonlord Atarka enters, it deals 5 damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Atarka (5)(R)(G) Legendary Creature -- Elder Dragon Flying, trample When Dragonlord Atarka enters, it deals 5 damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emrakul, the Promised End (13) Legendary Creature -- Eldrazi This spell costs {1} less to cast for each card type among cards in your graveyard. 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. Flying, trample, protection from instants 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Escape to the Wilds (3)(R)(G) Sorcery Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn. You may play an additional land this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Escape to the Wilds (3)(R)(G) Sorcery Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn. You may play an additional land this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Escape to the Wilds (3)(R)(G) Sorcery Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn. You may play an additional land this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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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Haven of the Spirit Dragon

Land

{T}: Add {C}.
 {T}: Add one mana of any color.
 Spend this mana only to cast a
 Dragon creature spell.
 {2}, {T}, Sacrifice this land:
 Return target Dragon creature card
 or Ugin planeswalker card from your
 graveyard to your hand.

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Lair of the Hydra

Land

If you control two or more other lands, this land enters tapped.
 {T}: Add {G}.
 {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

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 {T}: Add {G}.
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 It's still a land. X can't be 0.

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Mountain

Basic Land -- Mountain

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

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Nissa's Pilgrimage (2) (G)

Sorcerv

Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle.

Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two.

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Playtest cards - Jimroy - 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

Nissa's Pilgrimage 2 6 Sorcery Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oath of Nissa 6 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oath of Nissa 6 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oath of Nissa 6 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Oath of Nissa 6 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum of Ugin Land {T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum of Ugin Land {T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shrine of the Forsaken Gods Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless spells. Activate only if you control seven or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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Land

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Land

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Creature -- Plant

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Legendary Planeswalker -- Ugin

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Ugin, the Spirit Dragon ⑧ Legendary Planeswalker -- Ugin [+2]: Ugin deals 3 damage to any target. [-X]: Exile each permanent with mana value X or less that's one or more colors. [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ugin, the Spirit Dragon ⑧ Legendary Planeswalker -- Ugin [+2]: Ugin deals 3 damage to any target. [-X]: Exile each permanent with mana value X or less that's one or more colors. [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	World Breaker ⑥⑥ Creature -- Eldrazi Devoid (This card has no color.) When you cast this spell, exile target artifact, enchantment, or land. Reach {2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.) 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	World Breaker ⑥⑥ Creature -- Eldrazi Devoid (This card has no color.) When you cast this spell, exile target artifact, enchantment, or land. Reach {2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.) 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Courser of Kruphix ①⑥⑥ Enchantment Creature -- Centaur Play with the top card of your library revealed. You may play lands from the top of your library. Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Courser of Kruphix ①⑥⑥ Enchantment Creature -- Centaur Play with the top card of your library revealed. You may play lands from the top of your library. Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Courser of Kruphix ①⑥⑥ Enchantment Creature -- Centaur Play with the top card of your library revealed. You may play lands from the top of your library. Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Courser of Kruphix ①⑥⑥ Enchantment Creature -- Centaur Play with the top card of your library revealed. You may play lands from the top of your library. Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emrakul, the Promised End 13 Legendary Creature -- Eldrazi This spell costs {1} less to cast for each card type among cards in your graveyard. 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. Flying, trample, protection from instants [sideboard] 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kozilek's Return 2R Instant Devoid (This card has no color.) Kozilek's Return deals 2 damage to each creature. Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kozilek's Return 2R Instant Devoid (This card has no color.) Kozilek's Return deals 2 damage to each creature. Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Run Afoul G Instant Target opponent sacrifices a creature of their choice with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Run Afoul G Instant Target opponent sacrifices a creature of their choice with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruric Thar, the Unbowed 4RG Legendary Creature -- Ogre Warrior Reach, vigilance Ruric Thar attacks each combat if able. Whenever a player casts a noncreature spell, Ruric Thar deals 6 damage to that player. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

