## Archdruid's Charm {G}{G}{G}

Instant

Choose one --
* Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
* Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
* Exile target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Arch of Orazca

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blossoming Tortoise {2}{G}{G}

Creature -- Turtle

Whenever this creature enters or attacks, mill three cards, then return a land card from your graveyard to the battlefield tapped.
Activated abilities of lands you control cost {1} less to activate.
Land creatures you control get +1/+1.

**3/3**

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## Blossoming Tortoise 2GG

Creature -- Turtle

Whenever this creature enters or attacks, mill three cards, then return a land card from your graveyard to the battlefield tapped. Activated abilities of lands you control cost {1} less to activate. Land creatures you control get +1/+1.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Boseiju, Who Endures

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals 1 damage to you.

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.

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## 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**

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**5/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Elvish Rejuvenator 2G

Creature -- Elf Druid

When this creature enters, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Elvish Rejuvenator 2G

Creature -- Elf Druid

When this creature enters, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order.

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**Playtest cards - misteriganya - Pioneer (Pioneer League)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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**Forest**

Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Glimpse the Core** (1)(G)

Sorcery

Choose one --
* Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle.
* Return target Cave card from your graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Glimpse the Core** (1)(G)

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Choose one --
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## Glimpse the Core {1}{G}

Sorcery

Choose one --
* Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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* Return target Cave card from your graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sunken Citadel

Land -- Cave

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.

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## Titan of Industry {4}{G}{G}{G}

Creature -- Elemental

Reach, trample
When this creature enters, choose two --
* Destroy target artifact or enchantment.
* Target player gains 5 life.
* Create a 4/4 green Rhino Warrior creature token.
* Put a shield counter on a creature you control.

**7/7**

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**7/7**


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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**


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**L 7**


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ulamog, the Ceaseless Hunger {10}

Legendary Creature -- Eldrazi

When you cast this spell, exile two target permanents.
Indestructible
Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.

**10/10**


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**10/10**


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Up the Beanstalk {1}{G}

Enchantment

When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.



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## Up the Beanstalk {1}{G}

Enchantment

When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## World Breaker {6}{G}

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**

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**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Carnage Tyrant {4}{G}{G}

Creature -- Dinosaur

This spell can't be countered.
Trample, hexproof

[sideboard]

**7/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Trample, hexproof

[sideboard]

**7/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elesh Norn, Mother of Machines {4}{W}

Legendary Creature -- Phyrexian Praetor

Vigilance
If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
Permanents entering don't cause abilities of permanents your opponents control to trigger.

[sideboard]

**4/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pick Your Poison {G}

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - misteriganya - Pioneer (Pioneer League)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

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## Spatial Contortion {1}{C}

Instant

({C} represents colorless mana.)
Target creature gets +3/-3 until end of turn.

[sideboard]

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[sideboard]

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## The Stone Brain {2}

Legendary Artifact

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Warping Wail {1}{C}

Instant

({C} represents colorless mana.)
Choose one --
* Exile target creature with power or toughness 1 or less.
* Counter target sorcery spell.
* Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."

[sideboard]

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