

Aftermath Analyst ①⑥ Creature -- Elf Detective When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) {3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aftermath Analyst ①⑥ Creature -- Elf Detective When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) {3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amulet of Vigor ① Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amulet of Vigor ① Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Amulet of Vigor ① Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amulet of Vigor ① Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arboreal Grazer ⑥ Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arboreal Grazer ⑥ Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 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. 0/3 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. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commercial District Land -- Mountain Forest ({T}: Add {R} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crumbling Vestige Land This land enters tapped. When this land enters, add one mana of any color. {T}: Add {C}. ({C} represents colorless mana.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crumbling Vestige Land This land enters tapped. When this land enters, add one mana of any color. {T}: Add {C}. ({C} represents colorless mana.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Echoing Deeps

Land - - Cave

You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map

①

Artifact

{2}, {T}, Sacrifice this artifact:
Search your library for a land card,
reveal it, put it into your hand,
then shuffle.

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Forest

Basic Land -- Forest

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

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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gruul Turf

Land

This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gruul Turf

Land

This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gruul Turf

Land

This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hanweir Battlements

Land

{T}: Add {C}.
 {R}, {T}: Target creature gains haste until end of turn.
 {3}{R}{R}, {T}: If you both own and control this land and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

- - - OTHER FACE - - -

Hanweir, the Writhing Township

Legendary Creature -- Eldrazi Ooze

Trample, haste
Whenever Hanweir attacks, create two
3/2 colorless Eldrazi Horror creature
tokens that are tapped and attacking.

7/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hedge Maze Land -- Forest Island {T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Field Land Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Field Land Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumra, Bellow of the Woods Legendary Creature -- Elemental Bear Reach, vigilance Lumra's power and toughness are each equal to the number of lands you control. When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Malevolent Rumble Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Rumble Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrorpool Land This land enters tapped. {T}: Add {C}. {2}{C}, {T}, Sacrifice this land: Copy target instant or sorcery spell you control. You may choose new targets for the copy. {4}{C}, {T}, Sacrifice this land: Create a token that's a copy of target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Otakara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Titan (4GG) Creature -- Giant 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Titan (4GG) Creature -- Giant 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Titan (4GG) Creature -- Giant 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Primeval Titan (2GG) Creature -- Giant 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scapeshift (2GG) Sorcery Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shifting Woodland Land This land enters tapped unless you control a Forest. {T}: Add {G}. Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shifting Woodland Land This land enters tapped unless you control a Forest. {T}: Add {G}. Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cushion, Edward - Modern (MEGA Modern)

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

Simic Growth Chamber Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simic Growth Chamber Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simic Growth Chamber Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spelunking Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spelunking Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spelunking Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summoner's Pact Instant Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summoner's Pact Instant Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.

{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

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{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

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Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.

{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
{T}: Add {U}.
Transmute {1}{U}{U} ({1}{U}{U}{U},
Discard this card: Search your
library for a card with mana value
0, reveal it, put it into your hand,
then shuffle. Transmute only as a
sorcery.)

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Land - - Urza's Cave

{T}: Add {C}.
{3}, {T}, Sacrifice this land:
Search your library for a land card,
put it onto the battlefield tapped,
then shuffle.

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Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- This Saga gains "{T}: Add {C}."

II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"

III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vesuva Land You may have this land enter tapped as a copy of any land on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Colossal Skyturtle 4GGU Enchantment Creature -- Turtle Flying, ward {2} Channel -- {2}{G}, Discard this card: Return target card from your graveyard to your hand. Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismember 1BPBP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Endurance ①⑥⑥ Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor ②⑥⑥ Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor ②⑥⑥ Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm ①④ Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev