

① ② G

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

①

Whenever a permanent you control enters tapped, untap it.

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G

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

Ⓒ

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

G

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

sheet 1/10 - 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.

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 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cultivator Colossus 4666 Creature -- Plant Beast Trample Cultivator Colossus's power and toughness are each equal to the number of lands you control. When this creature enters, you may put a land card from your hand onto the battlefield tapped. If you do, draw a card and repeat this process. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echoing Deep 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 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	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golgari Rot Farm Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenith Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev XG

Green Sun's Zenith X G Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenith X G Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenith X G Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 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	Malevolent Rumble 1 G 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 (1)(G) 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 PLAY botbox.dev	Malevolent Rumble (1)(G) 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 PLAY botbox.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 PLAY botbox.dev	Otawara, 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Primeval Titan (4)(G)(G) 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 (4)(G)(G) 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 (4)(G)(G) 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 (4)(G)(G) 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

Playtest cards - Garryk - 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

2GG

Sacrifice any number of lands.
Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.

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2GG

Sacrifice any number of lands.
Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Sacrifice any number of lands.
Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Reach
Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.
During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/4

sheet 6/10 - 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.

2 G

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

2 G

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

2G

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

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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

0

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(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 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 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 PLAY botbox.dev	Vesuva Land You may have this land enter tapped as a copy of any land on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Collector Ouphe 16 Creature -- Ouphe Activated abilities of artifacts can't be activated. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Seal of Removal U Enchantment Sacrifice this enchantment: Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal of Removal U Enchantment Sacrifice this enchantment: Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tireless Tracker 2 6 Creature -- Human Scout Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 3/2 botbox.dev
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