## 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

## 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 (2)(G)(G)(G)

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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5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elvish Mystic (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - EricZ - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 10:30 am** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

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Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Druid

{T}: Add {G}.

1/1

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

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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - EricZ - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 10:30 am**

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

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Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Invasion of Ixalan ①Ⓖ

Battle -- Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

**D 4**

- - - BACK FACE - - -

## Belligerent Regisaur

Creature -- Dinosaur

Trample
Whenever you cast a spell, this creature gains indestructible until end of turn.

**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - EricZ - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 10:30 am** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

## Invasion of Ixalan (1)(G)

Battle -- Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

D 4

- - - BACK FACE - - -

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Trample
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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Battle -- Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

D 4

- - - BACK FACE - - -

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Creature -- Dinosaur

Trample
Whenever you cast a spell, this creature gains indestructible until end of turn.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Kiora, Behemoth Beckoner (2)(G/U)

Legendary Planeswalker -- Kiora

Whenever a creature you control with power 4 or greater enters, draw a card.
[-1]: Untap target permanent.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Kiora, Behemoth Beckoner (2)(G/U)

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Whenever a creature you control with power 4 or greater enters, draw a card.
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L 7

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


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - EricZ - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 10:30 am** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

**Leyline of the Guildpact** G/W G/U B/G R/G

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Each nonland permanent you control is all colors.
Lands you control are every basic land type in addition to their other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Leyline of the Guildpact** G/W G/U B/G R/G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Llanowar Elves** G

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Llanowar Elves** G

Creature -- Elf Druid

{T}: Add {G}.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Llanowar Elves** G

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{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - EricZ - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 10:30 am** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

## 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Legendary Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Old-Growth Troll (G)(G)(G)

Creature -- Troll Warrior

Trample
When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - EricZ - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 10:30 am** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

## Outcaster Trailblazer (2)(G)

Creature -- Human Druid

When this creature enters, add one mana of any color.
Whenever another creature you control with power 4 or greater enters, draw a card.
Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

**4/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Outcaster Trailblazer (2)(G)

Creature -- Human Druid

When this creature enters, add one mana of any color.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**4/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Polukranos Reborn (G)(G)(G)

Legendary Creature -- Hydra

Reach
{6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.)

**4/5**

- - - BACK FACE - - -

## Polukranos, Engine of Ruin

Legendary Creature -- Phyrexian Hydra

Reach, lifelink
Whenever Polukranos or another nontoken Hydra you control dies, create a 3/3 green and white Phyrexian Hydra creature token with reach and a 3/3 green and white Phyrexian Hydra creature token with lifelink.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Storm the Festival (3)(G)(G)(G)

Sorcery

Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.
Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - EricZ - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 10:30 am** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

## Storm the Festival 3GGG

Sorcery

Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.
Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ulvenwald Oddity 2GG

Creature -- Beast

Trample, haste
{5}{G}{G}: Transform this creature.

**4/4**

- - - BACK FACE - - -

## Ulvenwald Behemoth

Creature -- Beast Horror

Trample, haste
Other creatures you control get +1/+1 and have trample and haste.

**8/8**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ulvenwald Oddity 2GG

Creature -- Beast

Trample, haste
{5}{G}{G}: Transform this creature.

**4/4**

- - - BACK FACE - - -

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Creature -- Beast Horror

Trample, haste
Other creatures you control get +1/+1 and have trample and haste.

**8/8**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Arasta of the Endless Web 2GG

Legendary Enchantment Creature -- Spider

Reach
Whenever an opponent casts an instant or sorcery spell, create a 1/2 green Spider creature token with reach.

[sideboard]

**3/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Arasta of the Endless Web 2GG

Legendary Enchantment Creature -- Spider

Reach
Whenever an opponent casts an instant or sorcery spell, create a 1/2 green Spider creature token with reach.

[sideboard]

**3/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cityscape Leveler 8

Artifact Creature -- Construct

Trample
When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.
Unearth {8}

[sideboard]

**8/8**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Keen-Eyed Curator GG

Creature -- Raccoon Scout

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.
{1}: Exile target card from a graveyard.

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - EricZ - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 10:30 am** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

## Keen-Eyed Curator (G)(G)

Creature -- Raccoon Scout

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{1}: Exile target card from a graveyard.

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nylea's Intervention (X)(G)(G)

Sorcery

Choose one --
* Search your library for up to X land cards, reveal them, put them into your hand, then shuffle.
* Nylea's Intervention deals twice X damage to each creature with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nylea's Intervention (X)(G)(G)

Sorcery

Choose one --
* Search your library for up to X land cards, reveal them, put them into your hand, then shuffle.
* Nylea's Intervention deals twice X damage to each creature with flying.

[sideboard]

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

## Polukranos Reborn (G)(G)(G)

Legendary Creature -- Hydra

Reach
{6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.)

[sideboard]

**4/5**

- - - BACK FACE - - -

## Polukranos, Engine of Ruin

Legendary Creature -- Phyrexian Hydra

Reach, lifelink
Whenever Polukranos or another nontoken Hydra you control dies, create a 3/3 green and white Phyrexian Hydra creature token with reach and a 3/3 green and white Phyrexian Hydra creature token with lifelink.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scrapshooter (1)(G)(G)

Creature -- Raccoon Archer

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)
Reach
When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scrapshooter (1)(G)(G)

Creature -- Raccoon Archer

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)
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When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Setessan Petitioner (1)(G)(G)

Creature -- Human Druid

When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - EricZ - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 10:30 am** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

## Setessan Petitioner {1}{G}{G}

Creature -- Human Druid

When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tail Swipe {G}

Instant

Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - EricZ - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 10:30 am** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.