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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2 G

You may play two additional lands on each of your turns.

**1/2**

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② ⑥

You may play two additional lands on each of your turns.

**1/2**

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## Land

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

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## 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.

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| <div><div>Engineered Explosives</div><div><div>X</div></div></div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br/>{2}, Sacrifice this artifact:<br/>Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>(<math>\{T\}</math>: Add <math>\{G\}</math>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                    | <div>Gemstone Mine</div> <div>Land</div> <div>This land enters with three mining counters on it.<br/><math>\{T\}</math>, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               | <div>Gemstone Mine</div> <div>Land</div> <div>This land enters with three mining counters on it.<br/><math>\{T\}</math>, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div><div>Gruul Turf</div><div>Land</div><div><p>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {R}{G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Gruul Turf</div><div>Land</div><div><p>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {R}{G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gruul Turf</div><div>Land</div><div><p>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {R}{G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Hive Mind5U</div><div>Enchantment</div><div><p>Whenever a player casts an instant or sorcery spell, each other player copies that spell. Each of those players may choose new targets for their copy.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Hive Mind5U</div><div>Enchantment</div><div><p>Whenever a player casts an instant or sorcery spell, each other player copies that spell. Each of those players may choose new targets for their copy.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Khalni Garden</div><div>Land</div><div><p>This land enters tapped.<br/>When this land enters, create a 0/1 green Plant creature token.<br/>{T}: Add {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Pact of Negation9</div><div>Instant</div><div><p>Counter target spell.<br/>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pact of Negation9</div><div>Instant</div><div><p>Counter target spell.<br/>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |

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| <div><div>Primeval Titan</div><div><div>4GG</div></div></div> <div><div>Creature -- Giant</div><div>Trample<br/>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.</div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Primeval Titan</div><div><div>4GG</div></div></div> <div><div>Creature -- Giant</div><div>Trample<br/>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.</div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Primeval Titan</div><div><div>4GG</div></div></div> <div><div>Creature -- Giant</div><div>Trample<br/>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.</div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Primeval Titan</div><div><div>4GG</div></div></div> <div><div>Creature -- Giant</div><div>Trample<br/>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.</div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Radiant Fountain</div><div></div></div> <div><div>Land</div><div>When this land enters, you gain 2 life.<br/>{T}: Add {C}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Selesnya Sanctuary</div><div></div></div> <div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{W}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Serum Visions</div><div><div>U</div></div></div> <div><div>Sorcery</div><div>Draw a card. Scry 2.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       | <div><div>Serum Visions</div><div><div>U</div></div></div> <div><div>Sorcery</div><div>Draw a card. Scry 2.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       |

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| <div><div>Serum Visions</div><div>Sorcery</div><div>Draw a card. Scry 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div>Serum Visions</div><div>Sorcery</div><div>Draw a card. Scry 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Sleight of Hand</div><div>①</div></div> <div>Sorcery</div> <div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sleight of Hand</div><div>①</div></div> <div>Sorcery</div> <div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sleight of Hand</div><div>①</div></div> <div>Sorcery</div> <div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sleight of Hand</div><div>①</div></div> <div>Sorcery</div> <div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Summer Bloom</div><div>①⑥</div></div> <div>Sorcery</div> <div>You may play up to three additional lands this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div><div>Summer Bloom</div><div>①⑥</div></div> <div>Sorcery</div> <div>You may play up to three additional lands this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div><div>Summer Bloom</div><div>①⑥</div></div> <div>Sorcery</div> <div>You may play up to three additional lands this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div><div>Summer Bloom</div><div>①⑥</div></div> <div>Sorcery</div> <div>You may play up to three additional lands this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     |

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| <div><div>Summoner's Pact</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Summoner's Pact</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Summoner's Pact</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Summoner's Pact</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sunhome, Fortress of the Legion</div><div>Land</div><div>{T}: Add {C}. {2}{R}{W}, {T}: Target creature gains double strike until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div>Temple of Mystery</div><div>Land</div><div>This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Temple of Mystery</div><div>Land</div><div>This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Tendo Ice Bridge</div><div>Land</div><div>This land enters with a charge counter on it. {T}: Add {C}. {T}, Remove a charge counter from this land: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    |

## 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

This land enters tapped.  
{T}: Add {U}.  
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This land enters tapped.  
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0, reveal it, put it into your hand,  
then shuffle. Transmute only as a  
sorcery.)

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## Land

You may have this land enter tapped as a copy of any land on the battlefield.

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① BP BP

Instant

({B/P} can be paid with either {B}  
 or 2 life.)  
 Target creature gets -5/-5 until end  
 of turn.

[sidebar]

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① BP BP

Instant

{B/P} can be paid with either {B} or 2 life.)  
Target creature gets -5/-5 until end of turn.

[sidebar]

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4GGG

Creature -- Insect

Flying, deathtouch  
When this creature enters, create  
four 1/1 green Insect creature  
tokens with flying and deathtouch.

[sidebar]

2/2

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2 W W

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

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| <div><div>Leyline of Sanctity2WW</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of Sanctity2WW</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pyroclasm1R</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Pyroclasm1R</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               |
| <div><div>Seal of Primordium1G</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div>Seal of Primordium1G</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div>Seal of Primordium1G</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swan SongU</div><div>Instant</div><div>Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Swan Song</div> <div>U</div> </div> <div> <div>Instant</div> <div>Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thragtusk</div> <div>4G</div> </div> <div> <div>Creature -- Beast</div> <div>When this creature enters, you gain 5 life.<br/>When this creature leaves the battlefield, create a 3/3 green Beast creature token.</div> <div>[sideboard]</div> </div> <div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thragtusk</div> <div>4G</div> </div> <div> <div>Creature -- Beast</div> <div>When this creature enters, you gain 5 life.<br/>When this creature leaves the battlefield, create a 3/3 green Beast creature token.</div> <div>[sideboard]</div> </div> <div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - olea - Modern (Modern Daily Swiss)

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 10/10 - 3 cards - 2.5 x 3.5 in each