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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Reach  
When this creature enters, you may put a land card from your hand onto the battlefield tapped.

0/3

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| <p><b>Azusa, Lost but Seeking</b> ②⑥</p> <p>Legendary Creature -- Human Monk</p> <p>You may play two additional lands on each of your turns.</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                           | <p><b>Boros Garrison</b></p> <p>Land</p> <p>This land enters tapped. When this land enters, return a land you control to its owner's hand.</p> <p>{T}: Add {R}{W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                  | <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Cavern of Souls</b></p> <p>Land</p> <p>As this land enters, choose a creature type.</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Cavern of Souls</b></p> <p>Land</p> <p>As this land enters, choose a creature type.</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                   | <p><b>Cultivator Colossus</b> ④⑥⑥⑥</p> <p>Creature -- Plant Beast</p> <p>Trample</p> <p>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.</p> <div>*/*</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                    |

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| <div><div><div>Dryad of the Ilysian Grove (2)(6)</div><div>Enchantment Creature -- Nymph Dryad</div><div>You may play an additional land on each of your turns.<br/>Lands you control are every basic land type in addition to their other types.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Dryad of the Ilysian Grove (2)(6)</div><div>Enchantment Creature -- Nymph Dryad</div><div>You may play an additional land on each of your turns.<br/>Lands you control are every basic land type in addition to their other types.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Dryad of the Ilysian Grove (2)(6)</div><div>Enchantment Creature -- Nymph Dryad</div><div>You may play an additional land on each of your turns.<br/>Lands you control are every basic land type in addition to their other types.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Dryad of the Ilysian Grove (2)(6)</div><div>Enchantment Creature -- Nymph Dryad</div><div>You may play an additional land on each of your turns.<br/>Lands you control are every basic land type in addition to their other types.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Expedition Map (1)</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                      | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                  | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                  | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                  |

## Land

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

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## 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.

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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

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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.

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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 {G}{W}.

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This land enters tapped.  
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| <div><div>Selesnya Sanctuary</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{W}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Selesnya Sanctuary</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{W}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              |
| <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Slayers' Stronghold</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{R}{W}, {T}: Target creature gets +2/+0 and gains vigilance and haste until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Summoner's Pact</div><div>Instant</div><div><p>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</p><p>At the beginning of your next upkeep, pay {2}{G}{G}. 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>Temple Garden</div> <div>Land -- Forest Plains</div> <div> <p>{T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div>                                                                           | <div> <div>The Mycosynth Gardens</div> <div>Land -- Sphere</div> <div> <p>{T}: Add {C}. {1}, {T}: Add one mana of any color. {X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</p> </div> </div>                        | <div> <div>The Mycosynth Gardens</div> <div>Land -- Sphere</div> <div> <p>{T}: Add {C}. {1}, {T}: Add one mana of any color. {X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</p> </div> </div>                        | <div> <div>The One Ring</div> <div>Legendary Artifact</div> <div> <p>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.</p> </div> </div> |

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| <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                     | <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                     | <div> <div>Tolaria West</div> <div></div> </div> <div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U}.</p> <p>Transmute {1}{U}{U} ({1}{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.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                   |
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Playtest cards - AndySCWilson - Modern (Modern League)

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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Urza's Saga</b> </div> <div>           Enchantment Land -- Urza's Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>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.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Valakut, the Molten Pinnacle</b> </div> <div>           Land         </div> <div> <p>This land enters tapped.</p> <p>Whenever a Mountain you control enters, if you control at least five other Mountains, you may have this land deal 3 damage to any target.</p> <p>{T}: Add {R}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Valakut, the Molten Pinnacle</b> </div> <div>           Land         </div> <div> <p>This land enters tapped.</p> <p>Whenever a Mountain you control enters, if you control at least five other Mountains, you may have this land deal 3 damage to any target.</p> <p>{T}: Add {R}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Vesuva</b> </div> <div>           Land         </div> <div> <p>You may have this land enter tapped as a copy of any land on the battlefield.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                     |
| <div> <b>Bojuka Bog</b> </div> <div>           Land         </div> <div> <p>This land enters tapped.</p> <p>When this land enters, exile target player's graveyard.</p> <p>{T}: Add {B}.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                                             | <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>           Instant         </div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                    | <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>           Instant         </div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                    | <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>           Instant         </div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |

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| <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)<br/> Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                      | <div> <b>Dragonlord Dromoka</b> <div> <div>4</div> <div>G</div> <div>W</div> </div> </div> <div>Legendary Creature -- Elder Dragon</div> <div> <p>This spell can't be countered.<br/> Flying, lifelink<br/> Your opponents can't cast spells during your turn.</p> <p>[sideboard]</p> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                 | <div> <b>Endurance</b> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash<br/> Reach<br/> 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.<br/> Evoke--Exile a green card from your hand.</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Engineered Explosives</b> <div> <div>X</div> </div> </div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Engineered Explosives</b> <div> <div>X</div> </div> </div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Generous Ent</b> <div> <div>5</div> <div>G</div> </div> </div> <div>Creature -- Treefolk</div> <div> <p>Reach<br/> When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/> Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</p> <p>[sideboard]</p> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Oblivion Stone</b> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> <p>{4}, {T}: Put a fate counter on target permanent.<br/> {5}, {T}, Sacrifice this artifact:<br/> Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                              | <div> <b>Radiant Fountain</b> </div> <div>Land</div> <div> <p>When this land enters, you gain 2 life.<br/> {T}: Add {C}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                              |

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| <div><div>Silence</div><div>W</div><div>Instant</div><div>Your opponents can't cast spells this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Silence</div><div>W</div><div>Instant</div><div>Your opponents can't cast spells this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Tarrasque</div><div>6GGG</div><div>Legendary Creature -- Dinosaur</div><div>The Tarrasque has haste and ward {10} as long as it was cast. Whenever The Tarrasque attacks, it fights target creature defending player controls.</div><div>[sideboard]</div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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