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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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<div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>(T): Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>(T): Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cavern of Souls</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<p>Dryad of the Ilysian Grove ②⑥</p> <p>Enchantment Creature -- Nymph Dryad</p> <p>You may play an additional land on each of your turns. Lands you control are every basic land type in addition to their other types.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dryad of the Ilysian Grove ②⑥</p> <p>Enchantment Creature -- Nymph Dryad</p> <p>You may play an additional land on each of your turns. Lands you control are every basic land type in addition to their other types.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dryad of the Ilysian Grove ②⑥</p> <p>Enchantment Creature -- Nymph Dryad</p> <p>You may play an additional land on each of your turns. Lands you control are every basic land type in addition to their other types.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Forest</p> <p>Basic Land -- Forest</p> <p>({T}): Add {G}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Gruul Turf</p> <p>Land</p> <p>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Gruul Turf</p> <p>Land</p> <p>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Gruul Turf</p> <p>Land</p> <p>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Hanweir Battlements</p> <p>Land</p> <p>{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.</p> <p>----- OTHER FACE -----</p> <p>Hanweir, the Writhing Township</p> <p>Legendary Creature -- Eldrazi Ooze</p> <p>Trample, haste Whenever Hanweir attacks, create two 3/2 colorless Eldrazi Horror creature tokens that are tapped and attacking.</p> <p>7/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Khalni Garden Land This land enters tapped. When this land enters, create a 0/1 green Plant creature token. {T}: Add {G}. <div>3/4</div> 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. <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nadu, Winged Wisdom ①⑥① Legendary Creature -- Bird Wizard Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nadu, Winged Wisdom ①⑥① Legendary Creature -- Bird Wizard Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nadu, Winged Wisdom ①⑥① Legendary Creature -- Bird Wizard Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nadu, Winged Wisdom ①⑥① Legendary Creature -- Bird Wizard Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oran-Rief, the Vastwood Land This land enters tapped. {T}: Add {G}. {T}: Put a +1/+1 counter on each green creature that entered this turn. <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Titan ④⑥⑥ 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. <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Primeval Titan</div><div><div>4</div><div>G</div><div>G</div></div></div><div><div>Creature -- Giant</div><div>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.</div><div><div>6/6</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Shuko</div><div><div>1</div></div></div><div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Shuko</div><div><div>1</div></div></div><div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Shuko</div><div><div>1</div></div></div><div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Springheart Nantuko 16</div><div>Enchantment Creature -- Insect Monk</div><div><p>Bestow {1}{G}</p><p>Enchanted creature gets +1/+1.</p><p>Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Springheart Nantuko 16</div><div>Enchantment Creature -- Insect Monk</div><div><p>Bestow {1}{G}</p><p>Enchanted creature gets +1/+1.</p><p>Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Springheart Nantuko 16</div><div>Enchantment Creature -- Insect Monk</div><div><p>Bestow {1}{G}</p><p>Enchanted creature gets +1/+1.</p><p>Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Summoner's Pact 0</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Summoner's Pact 0</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Summoner's Pact 0</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Summoner's Pact 0</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div>The Mycosynth Gardens</div> <div>Land -- Sphere</div> <div> {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. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The One Ring</div> <div> <div>4</div> <div>Legendary Artifact</div> <div> 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. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The One Ring</div> <div> <div>4</div> <div>Legendary Artifact</div> <div> 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. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The One Ring</div> <div> <div>4</div> <div>Legendary Artifact</div> <div> 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. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Tolaria West</div> <div>Land</div> <div> This land enters tapped. {T}: Add {U}. 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.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div> (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. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div> (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. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div> (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. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - gurig - Modern (Modern Challenge 32)

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

<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Valakut, the Molten Pinnacle</div><div>Land</div><div>This land enters tapped. 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. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Valakut, the Molten Pinnacle</div><div>Land</div><div>This land enters tapped. 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. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vesuva</div><div>Land</div><div>You may have this land enter tapped as a copy of any land on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Defense Grid2</div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Defense Grid2</div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dismember1BPBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dismember1BPBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Dismember <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Emrakul, the Promised End <div> <div>13</div> </div> </div> <div>Legendary Creature -- Eldrazi</div> <div> This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants </div> <div>[sideboard]</div> <div> <div>13/13</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Endurance <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Engineered Explosives <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.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Firespout <div> <div>2</div> <div>R/G</div> </div> </div> <div>Sorcery</div> <div> Firespout deals 3 damage to each creature without flying if {R} was spent to cast this spell and 3 damage to each creature with flying if {G} was spent to cast this spell. (Do both if {R}{G} was spent.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Force of Vigor <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Instant</div> <div> 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. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Force of Vigor <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Instant</div> <div> 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. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Grafdigger's Cage <div> <div>1</div> </div> </div> <div>Artifact</div> <div> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> <div>Radiant Fountain</div> <div>Land</div> <div> <p>When this land enters, you gain 2 life.</p> <p>{T}: Add {C}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Trinisphere</div> <div>Artifact</div> <div> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Trinisphere</div> <div>Artifact</div> <div> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	
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