

<div> Boseiju, Who Endures </div> <div> Legendary Land </div> <div> <p>{T}: Add {G}.</p> <p>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> </div> <div> <div>3/3</div> <div> ----- BACK FACE ----- </div> </div> <div> <div> Garden of Freyalise </div> <div> Land </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {G}.</p> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Boseiju, Who Endures </div> <div> Legendary Land </div> <div> <p>{T}: Add {G}.</p> <p>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> </div> <div> <div>3/3</div> <div> ----- BACK FACE ----- </div> </div> <div> <div> Garden of Freyalise </div> <div> Land </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {G}.</p> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Disciple of Freyalise </div> <div> Creature -- Elf Druid </div> <div> <p>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</p> </div> <div> <div>3/3</div> <div> ----- BACK FACE ----- </div> </div> <div> <div> Garden of Freyalise </div> <div> Land </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {G}.</p> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Disciple of Freyalise </div> <div> Creature -- Elf Druid </div> <div> <p>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</p> </div> <div> <div>3/3</div> <div> ----- BACK FACE ----- </div> </div> <div> <div> Garden of Freyalise </div> <div> Land </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {G}.</p> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Dwynen's Elite </div> <div> Creature -- Elf Warrior </div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dwynen's Elite </div> <div> Creature -- Elf Warrior </div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dwynen's Elite </div> <div> Creature -- Elf Warrior </div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Eladamri, Korvecdal </div> <div> Legendary Creature -- Elf Warrior </div> <div> <p>You may look at the top card of your library any time.</p> <p>You may cast creature spells from the top of your library.</p> <p>{G}, {T}, Tap two untapped creatures you control: Reveal a card from your hand or the top card of your library. If you reveal a creature card this way, put it onto the battlefield. Activate only during your turn.</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Eladamri, Korvecdal ①⑥⑥ Legendary Creature -- Elf Warrior You may look at the top card of your library any time. You may cast creature spells from the top of your library. {G}, {T}, Tap two untapped creatures you control: Reveal a card from your hand or the top card of your library. If you reveal a creature card this way, put it onto the battlefield. Activate only during your turn. <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Archdruid ①⑥⑥ Creature -- Elf Druid Other Elf creatures you control get +1/+1. {T}: Add {G} for each Elf you control. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Archdruid ①⑥⑥ Creature -- Elf Druid Other Elf creatures you control get +1/+1. {T}: Add {G} for each Elf you control. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elvish Mystic ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Visionary ①⑥ Creature -- Elf Shaman When this creature enters, draw a card. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Visionary ①⑥ Creature -- Elf Shaman When this creature enters, draw a card. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Visionary ①⑥ Creature -- Elf Shaman When this creature enters, draw a card. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jrcitizen - 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 2/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Ezuri, Renegade Leader (1)(G)(G)</div><div>Legendary Creature -- Elf Warrior</div><div><div>{G}: Regenerate another target Elf.</div><div>{2}{G}{G}{G}: Elf creatures you control get +3/+3 and gain trample until end of turn.</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Finale of Devastation (X)(G)(G)</div><div>Sorcery</div><div>Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Finale of Devastation (X)(G)(G)</div><div>Sorcery</div><div>Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Finale of Devastation (X)(G)(G)</div><div>Sorcery</div><div>Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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G

Tap three untapped Elves you control: Add {G}{G}{G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Tap three untapped Elves you control: Add {G}{G}{G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Tap three untapped Elves you control: Add {G}{G}{G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Tap three untapped Elves you control: Add {G}{G}{G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

```
{T}: Add {G} for each Elf on the
battlefield.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

{T}: Add {G} for each Elf on the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

```
{T}: Add {G} for each Elf on the  
battlefield.
```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

```
{T}: Add {G} for each Elf on the
battlefield.
```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Shaman

When this creature enters, target opponent loses life equal to the number of Elves you control.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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G

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

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.

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

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.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Destroy target creature if it has mana value 2 or less.
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Destroy target creature if it has mana value 2 or less.

Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As this creature enters, choose a nonland card name.
Activated abilities of sources with the chosen name can't be activated.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Deathtouch
As this creature enters, choose a creature type.
Creatures of the chosen type your opponents control get -1/-1.

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[sidebar]
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

When this creature enters, you may destroy target artifact or enchantment.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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.)

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Soulless Jailer</div><div>②</div></div><div>Artifact Creature -- Phyrexian Golem</div><div>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</div><div>[sideboard]</div><div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Sylvan Anthem</div><div>GG</div></div><div>Enchantment</div><div>Green creatures you control get +1/+1. Whenever a green creature you control enters, scry 1.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Sylvan Anthem</div><div>GG</div></div><div>Enchantment</div><div>Green creatures you control get +1/+1. Whenever a green creature you control enters, scry 1.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	