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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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Bojuka Bog <hr/> Land <hr/> <p>This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.</p>	Boseiju, Who Endures <hr/> Legendary Land <hr/> <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>	Boseiju, Who Endures <hr/> Legendary Land <hr/> <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>	Breeding Pool <hr/> Land -- Forest Island <hr/> <p>({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p>
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Cavern of Souls <hr/> Land <hr/> <p>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.</p>	Dryad of the Ilysian Grove ②⑥ <hr/> Enchantment Creature -- Nymph Dryad <hr/> <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>	Dryad of the Ilysian Grove ②⑥ <hr/> Enchantment Creature -- Nymph Dryad <hr/> <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>	Dryad of the Ilysian Grove ②⑥ <hr/> Enchantment Creature -- Nymph Dryad <hr/> <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>
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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>Forest</p> <p>Basic Land -- Forest</p> <p>{T}: Add {G}.</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>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>

Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)
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.)

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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.

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Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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Nadu, Winged Wisdom ①G③U

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."

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Playtest cards - Rosen 87 - 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 4/10 - 8 cards - 2.5 x 3.5 in each

Land

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Legendary Land

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Creature -- Giant

6/6

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Land

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Artifact -- Equipment

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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>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>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>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>
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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>The One Ring</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Carnage Tyrant</div> <div> <div>466</div> <div>Creature -- Dinosaur</div> </div> <div>This spell can't be countered. Trample, hexproof</div> <div>[sideboard]</div> <div>7/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Cursed Totem</div> <div> <div>2</div> <div>Artifact</div> </div> <div>Activated abilities of creatures can't be activated.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Defense Grid</div> <div> <div>2</div> <div>Artifact</div> </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 PLAY botbox.dev</div>	<div>Defense Grid</div> <div> <div>2</div> <div>Artifact</div> </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 PLAY botbox.dev</div>

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Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

[sideboard]

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Harsh Mentor

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Creature -- Human Cleric

Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.

[sideboard]

2/2

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Weather the Storm

① ⑥

Instant

You gain 3 life.
Storm (When you cast this spell,
copy it for each spell cast before
it this turn.)

[sideboard]

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