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| <div><div><div>Amulet of Vigor</div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Amulet of Vigor</div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Amulet of Vigor</div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Amulet of Vigor</div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             |
| <div><div><div>Ancient Stirrings</div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <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> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>             | <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> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                  | <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> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Bojuka Bog</b></p> <p>Land</p> <p>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>          | <p><b>Boros Garrison</b></p> <p>Land</p> <p>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {R}{W}.</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.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>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>Copperline Gorge</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>             |

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| <div><div>Engineered Explosives</div><div>X</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Explore</div><div>16</div></div> <div>Sorcery</div> <div>You may play an additional land this turn.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Explore</div><div>16</div></div> <div>Sorcery</div> <div>You may play an additional land this turn.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Explore</div><div>16</div></div> <div>Sorcery</div> <div>You may play an additional land this turn.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                      |
| <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                             | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div><div>Gemstone Mine</div></div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{T}, 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>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ghost Quarter</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</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.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{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.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{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.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {R}{G}.</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.</p><p>When this land enters, create a 0/1 green Plant creature token.</p><p>{T}: Add {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |

①

Counter target spell.  
At the beginning of your next  
upkeep, pay {3}{U}{U}. If you don't,  
you lose the game.

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4 G G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

When this land enters, you gain 2 life.  
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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

2/1

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**G**

{T}: You may put a land card from your hand onto the battlefield.

1/1

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| <div><div><div>Sakura-Tribe Scout</div><div>6</div></div><div><div>Creature -- Snake Shaman Scout</div><div></div><div><div>{T}: You may put a land card from your hand onto the battlefield.</div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                           | <div><div><div>Sakura-Tribe Scout</div><div>6</div></div><div><div>Creature -- Snake Shaman Scout</div><div></div><div><div>{T}: You may put a land card from your hand onto the battlefield.</div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                           | <div><div><div>Sakura-Tribe Scout</div><div>6</div></div><div><div>Creature -- Snake Shaman Scout</div><div></div><div><div>{T}: You may put a land card from your hand onto the battlefield.</div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                           | <div><div><div>Selesnya Sanctuary</div><div></div></div><div><div>Land</div><div></div><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><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>   |
| <div><div><div>Simic Growth Chamber</div><div></div></div><div><div>Land</div><div></div><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></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Simic Growth Chamber</div><div></div></div><div><div>Land</div><div></div><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></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Simic Growth Chamber</div><div></div></div><div><div>Land</div><div></div><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></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Simic Growth Chamber</div><div></div></div><div><div>Land</div><div></div><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></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Scout

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## Land

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| <div>Tolaria West</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Tolaria West</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Vesuva</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                               | <div>Walking Ballista</div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                               |
| <div>Abrade</div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         | <div>Abrade</div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         | <div>Dismember</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Engineered Explosives</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.)</p> <p>{2}, Sacrifice this artifact: 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> |

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| <b>Firespout</b> (2)(R/G)<br>Sorcery<br>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.)<br><br>[sideboard]<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hornet Queen</b> (4)(G)(G)(G)<br>Creature -- Insect<br>Flying, deathtouch<br>When this creature enters, create four 1/1 green Insect creature tokens with flying and deathtouch.<br><br>[sideboard]<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                     | <b>Kozilek's Return</b> (2)(R)<br>Instant<br>Devoid (This card has no color.)<br>Kozilek's Return deals 2 damage to each creature.<br>Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Obstinate Baloth</b> (2)(G)(G)<br>Creature -- Beast<br>When this creature enters, you gain 4 life.<br>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br><br>[sideboard]<br><br><div>4/4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Reclamation Sage</b> (2)(G)<br>Creature -- Elf Shaman<br>When this creature enters, you may destroy target artifact or enchantment.<br><br>[sideboard]<br><br><div>2/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                             | <b>Ruric Thar, the Unbowed</b> (4)(R)(G)<br>Legendary Creature -- Ogre Warrior<br>Reach, vigilance<br>Ruric Thar attacks each combat if able.<br>Whenever a player casts a noncreature spell, Ruric Thar deals 6 damage to that player.<br><br>[sideboard]<br><br><div>6/6</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Spell Pierce</b> (U)<br>Instant<br>Counter target noncreature spell unless its controller pays {2}.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                             | <b>Spell Pierce</b> (U)<br>Instant<br>Counter target noncreature spell unless its controller pays {2}.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                        |

Playtest cards - MalkoMann - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tireless Tracker</div><div>Creature -- Human Scout</div><div>Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tormod's Crypt</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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