Amulet of Vigor (1)

Artifact

Whenever a permanent you control enters tapped, untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

Whenever a permanent you control enters tapped, untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arboreal Grazer (G)

Creature -- Sloth Beast

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

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arboreal Grazer (G)

Creature -- Sloth Beast

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

0/3

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Arboreal Grazer (G)

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0/3

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Creature -- Sloth Beast

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

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CrisMTG77 - Modern (Modern Challenge 64) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Garrison

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cultivator Colossus {4}{G}{G}{G}

Creature -- Plant Beast

Trample
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.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dryad of the Ilysian Grove {2}{G}

Enchantment Creature -- Nymph Dryad

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.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dryad of the Ilysian Grove {2}{G}

Enchantment Creature -- Nymph Dryad

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Enchantment Creature -- Nymph Dryad

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Lands you control are every basic land type in addition to their other types.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CrisMTG77 - Modern (Modern Challenge 64) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

Dryad of the Ilysian Grove (2)(G)

Enchantment Creature -- Nymph Dryad

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.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map (1)

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explore (1)(G)

Sorcery

You may play an additional land this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explore (1)(G)

Sorcery

You may play an additional land this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gruul Turf

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CrisMTG77 - Modern (Modern Challenge 64) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Lush Portico

Land -- Forest Plains

({T}: Add {G} or {W}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Otawara, Soaring City

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primeval Titan {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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Fountain

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selesnya Sanctuary

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CrisMTG77 - Modern (Modern Challenge 64) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selesnya Sanctuary

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selesnya Sanctuary

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Growth Chamber

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Growth Chamber

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

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

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Simic Growth Chamber

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slayers' Stronghold

Land

{T}: Add {C}.
{R}{W}, {T}: Target creature gets +2/+0 and gains vigilance and haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spelunking (2)(G)

Enchantment

When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield.
If you put a Cave onto the battlefield this way, you gain 4 life.
Lands you control enter untapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summoner's Pact (0)

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunhome, Fortress of the Legion

Land

{T}: Add {C}.
{2}{R}{W}, {T}: Target creature gains double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Mycosynth Gardens

Land -- Sphere

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{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.

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The One Ring 4

Legendary Artifact

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tolaria West

Land

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tolaria West

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This land enters tapped.
{T}: Add {U}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Saga

Enchantment Land -- Urza's Saga

(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.

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III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valakut, the Molten Pinnacle

Land

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valakut, the Molten Pinnacle

Land

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vesuva

Land

You may have this land enter tapped as a copy of any land on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem (2)

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem (2)

Artifact

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[sideboard]

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Cursed Totem (2)

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defense Grid (2)

Artifact

Each spell costs {3} more to cast except during its controller's turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defense Grid (2)

Artifact

Each spell costs {3} more to cast except during its controller's turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dismember (1)(BP)(BP)

Instant

({B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dismember (1)(BP)(BP)

Instant

({B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elesh Norn, Mother of Machines (4)(W)

Legendary Creature -- Phyrexian Praetor

Vigilance
If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
Permanents entering don't cause abilities of permanents your opponents control to trigger.

[sideboard]

4/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elesh Norn, Mother of Machines (4)(W)

Legendary Creature -- Phyrexian Praetor

Vigilance
If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
Permanents entering don't cause abilities of permanents your opponents control to trigger.

[sideboard]

4/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance (1)(G)(G)

Creature -- Elemental Incarnation

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

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Endurance (1)(G)(G)

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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

Stone of Erech (1)

Legendary Artifact

If a creature an opponent controls would die, exile it instead.
{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turn the Earth (G)

Instant

Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life.
Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turn the Earth (G)

Instant

Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life.
Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CrisMTG77 - Modern (Modern Challenge 64) sheet 10/10 - 4 cards - 2.5 x 3.5 in each

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.