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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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| <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> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                           | <p><b>Boros Garrison</b></p> <p>Land</p> <p>This land enters tapped. When this land enters, return a land you control to its owner's hand.</p> <p>{T}: Add {R}{W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                  | <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <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> <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.</p> <p>{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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Crumbling Vestige</b></p> <p>Land</p> <p>This land enters tapped. When this land enters, add one mana of any color.</p> <p>{T}: Add {C}. ({C} represents colorless mana.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                       | <p><b>Cultivator Colossus</b> ④⑥⑥⑥</p> <p>Creature -- Plant Beast</p> <p>Trample</p> <p>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.</p> <div>*/*</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                    |

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| <div><div><div>Dryad of the Ilysian Grove</div><div>②⑥</div></div><div>Enchantment Creature -- Nymph Dryad</div><div>You may play an additional land on each of your turns.<br/>Lands you control are every basic land type in addition to their other types.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dryad of the Ilysian Grove</div><div>②⑥</div></div><div>Enchantment Creature -- Nymph Dryad</div><div>You may play an additional land on each of your turns.<br/>Lands you control are every basic land type in addition to their other types.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dryad of the Ilysian Grove</div><div>②⑥</div></div><div>Enchantment Creature -- Nymph Dryad</div><div>You may play an additional land on each of your turns.<br/>Lands you control are every basic land type in addition to their other types.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Expedition Map</div><div>①</div></div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <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><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><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><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>                                                                                                                   |

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| <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Primeval Titan</div><div>4GG</div><div>Creature -- Giant</div><div>Trample<br/>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>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Primeval Titan</div><div>4GG</div><div>Creature -- Giant</div><div>Trample<br/>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>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Primeval Titan</div><div>4GG</div><div>Creature -- Giant</div><div>Trample<br/>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>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Primeval Titan</div><div><div>4</div><div>G</div><div>G</div></div><div>Creature -- Giant</div><div>Trample<br/>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>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Selesnya Sanctuary</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Selesnya Sanctuary</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Selesnya Sanctuary</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |
| <div><div>Simic Growth Chamber</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div>Simic Growth Chamber</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simic Growth Chamber</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simic Growth Chamber</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Slayers' Stronghold

Land

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

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## Summoner's Pact

①

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.

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## Sunhome, Fortress of the Legion

Land

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

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## 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.

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## 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.
```

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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.

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## Playtest cards - Juintatz - 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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                     | <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                     | <div> <div>Tolaria West</div> <div></div> </div> <div> <div>Land</div> <div> This land enters tapped.<br/> {T}: Add {U}.<br/> 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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                 |
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| <div> <b>Urza's Saga</b> </div> <div>           Enchantment Land -- Urza's Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>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.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Valakut, the Molten Pinnacle</b> </div> <div>           Land         </div> <div> <p>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}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                               | <div> <b>Valakut, the Molten Pinnacle</b> </div> <div>           Land         </div> <div> <p>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}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                      | <div> <b>Vesuva</b> </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                               |
| <div> <b>Bojuka Bog</b> </div> <div>           Land         </div> <div> <p>This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                           | <div> <b>Boseiju, Who Endures</b> </div> <div>           Legendary Land         </div> <div> <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> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Cavern of Souls</b> </div> <div>           Land         </div> <div> <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> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Cavern of Souls</b> </div> <div>           Land         </div> <div> <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> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |

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| <div><div>Dismember<div><div>1BPBP</div></div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>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>Dismember<div><div>1BPBP</div></div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>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>Dismember<div><div>1BPBP</div></div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>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>Endurance<div><div>1GG</div></div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.<br/>Evoke--Exile a green card from your hand.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Force of Vigor<div><div>2GG</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.<br/>Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Vigor<div><div>2GG</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.<br/>Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Vigor<div><div>2GG</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.<br/>Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pact of Negation<div><div>0</div></div></div><div>Instant</div><div>Counter target spell.<br/>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   |

## Shifting Woodland

Land

This land enters tapped unless you control a Forest.  
{T}: Add {G}.  
Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.

[sideboard]

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## Spelunking

②⑥

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.

[sideboard]

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## Vexing Bauble

①

Artifact

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.  
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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