

Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Garenbrig Land This land enters tapped unless you control a Forest. {T}: Add {G}. {2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Garenbrig Land This land enters tapped unless you control a Forest. {T}: Add {G}. {2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Inferno Titan Creature -- Giant {R}: This creature gets +1/+0 until end of turn. Whenever this creature enters or attacks, it deals 3 damage divided as you choose among one, two, or three targets. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mosswort Bridge Land Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) This land enters tapped. {T}: Add {G}. {G}, {T}: You may play the exiled card without paying its mana cost if creatures you control have total power 10 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mwonvuli Acid-Moss Sorcery Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mwonvuli Acid-Moss Sorcery Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Overgrown Tomb

Land - - Swamp Forest

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

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Overgrown Tomb

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

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

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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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Primeval Titan

4GG

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

Ruric Thar, the Unbowed (4)(R)(G)

4 R G

Legendary Creature -- Ogre Warrior

Reach, vigilance
Ruric Thar attacks each combat if
able.
Whenever a player casts a
noncreature spell, Ruric Thar deals
6 damage to that player.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Zanman - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Sakura-Tribe Elder ①⑥ Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sakura-Tribe Elder ①⑥ Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sakura-Tribe Elder ①⑥ Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sakura-Tribe Elder ①⑥ Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sire of Insanity ④B③R Creature -- Demon At the beginning of each end step, each player discards their hand. 6/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sire of Insanity ④B③R Creature -- Demon At the beginning of each end step, each player discards their hand. 6/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stomping Ground

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ 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

Stomping Ground

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ 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

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Caryatid

① ⑥

Creature -- Plant

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Defender, hexproof
{T}: Add one mana of any color.
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0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Caryatid

① ⑥

Creature -- Plant

Defender, hexproof
{T}: Add one mana of any color.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Caryatid

① ②

Creature -- Plant

Defender, hexproof
{T}: Add one mana of any color.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Caryatid

① ②

Creature -- Plant

Defender, hexproof
{T}: Add one mana of any color.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wurmcoil Engine

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink
When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boil

Instant

Destroy all Islands.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boil

Instant

Destroy all Islands.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collector Ouphe

Creature -- Ouphe

Activated abilities of artifacts
can't be activated.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere ② Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Sphere ② Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Sphere ② Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Explosives ⊗ Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Engineered Explosives ⊗ Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gyruda, Doom of Depths ④ ⊕/⊗ ⊕/⊗ Legendary Creature -- Demon Kraken Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm ① ⊕ Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm ① ⊕ Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slaughter Games 2 B R Sorcery This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slaughter Games 2 B R Sorcery This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	