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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2 G

You may play two additional lands on each of your turns.

1/2

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② ⑥

You may play two additional lands on each of your turns.

1/2

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Land

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

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dryad of the Ilysian Grove 26 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 26 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

Playtest cards - camr0n_1 - Modern (Modern League)

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

Dryad of the Ilysian Grove ②⑥ 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 ②⑥ 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	Explore ①⑥ Sorcery You may play an additional land this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explore ①⑥ Sorcery You may play an additional land this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Explore ①⑥ Sorcery You may play an additional land this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Field of the Dead Land This land enters tapped. {T}: Add {C}. Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Field of the Dead Land This land enters tapped. {T}: Add {C}. Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Quarter Land {T}: Add {C}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golgari Rot Farm Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Hanweir Battlements Land {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. ----- OTHER FACE ----- Hanweir, the Writhing Township Legendary Creature -- Eldrazi Ooze Trample, haste Whenever Hanweir attacks, create two 3/2 colorless Eldrazi Horror creature tokens that are tapped and attacking. 7/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pact of Negation Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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	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	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
Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sakura-Tribe Scout (G) Creature -- Snake Shaman Scout {T}: You may put a land card from your hand onto the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sakura-Tribe Scout (G) Creature -- Snake Shaman Scout {T}: You may put a land card from your hand onto the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sakura-Tribe Scout (G) Creature -- Snake Shaman Scout {T}: You may put a land card from your hand onto the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sakura-Tribe Scout 6 Creature -- Snake Shaman Scout {T}: You may put a land card from your hand onto the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}. 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 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 PLAYbotbox.dev	Summoner's Pact 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 PLAYbotbox.dev	Summoner's Pact 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 PLAYbotbox.dev	Summoner's Pact 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 PLAYbotbox.dev
Summoner's Pact 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Explosives (X) 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 (X) 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	Force of Vigor (2)(G)(G) Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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Lightning Bolt deals 3 damage to any
target.
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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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

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2/1

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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.

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3/2

② ⑥

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.

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3/2

Tireless Tracker 2 6 Creature -- Human Scout 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tireless Tracker 2 6 Creature -- Human Scout 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer 6 Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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