Badgermole Cub {1}{G}

Creature -- Badger Mole

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)
Whenever you tap a creature for mana, add an additional {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever you tap a creature for mana, add an additional {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beastrider Vanguard {1}{G}

Creature -- Human Knight

{4}{G}: Look at the top three cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise {G}

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

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Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Craterhoof Behemoth {5}{G}{G}{G}

Creature -- Beast

Haste
When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delighted Halfling {G}

Creature -- Halfling Citizen

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delighted Halfling {G}

Creature -- Halfling Citizen

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

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1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devoted Druid {1}{G}

Creature -- Elf Druid

{T}: Add {G}.
Put a -1/-1 counter on this creature: Untap this creature.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Druid

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0/2

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Creature -- Elf Druid

{T}: Add {G}.
Put a -1/-1 counter on this creature: Untap this creature.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dryad Arbor

Land Creature -- Forest Dryad

(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dryad Arbor

Land Creature -- Forest Dryad

(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiend Artisan {B/G}{B/G}

Creature -- Nightmare

This creature gets +1/+1 for each creature card in your graveyard.
{X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.

1/1

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

Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lim, taegyun - Modern v3 Group 3D9E23 (Beastrider Vanguard, Craterhoof Be sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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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

Green Sun's Zenith {X}{G}

Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horizon Canopy

Land

{T}, Pay 1 life: Add {G} or {W}.
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Abundance {2}{G}{G}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you tap a creature for mana, add an additional {G}.
{6}{G}{G}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Leyline of Abundance (2)(G)(G)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you tap a creature for mana, add an additional {G}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Abundance (2)(G)(G)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you tap a creature for mana, add an additional {G}.
{6}{G}{G}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nature's Rhythm (X)(G)(G)

Sorcery

Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.
Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nature's Rhythm (X)(G)(G)

Sorcery

Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.
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Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nurturing Peatland

Land

{T}, Pay 1 life: Add {B} or {G}.
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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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

Shang-Chi, Master of Kung Fu (1)(G)

Legendary Creature -- Human Warrior Hero

You may activate abilities of creatures you control as though those creatures had haste.
{T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources.

2/2

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

Temple Garden

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyvar, Jubilant Brawler (1)(B)(G)

Legendary Planeswalker -- Tyvar

You may activate abilities of creatures you control as though those creatures had haste.
[+1]: Untap up to one target creature.
[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Planeswalker -- Tyvar

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Tyvar, Jubilant Brawler {1}{B}{G}

Legendary Planeswalker -- Tyvar

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[+1]: Untap up to one target creature.
[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyvar, the Pummeler {1}{G}{G}

Legendary Creature -- Elf Warrior

Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.
{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Mortuary

Land -- Swamp Forest

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

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

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{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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vizier of Remedies {1}{W}

Creature -- Human Cleric

If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead.

2/1

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

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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

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

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

Abrupt Decay {B}{G}

Instant

This spell can't be countered.
Destroy target nonland permanent with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrupt Decay {B}{G}

Instant

This spell can't be countered.
Destroy target nonland permanent with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashiok, Dream Render {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boromir, Warden of the Tower {2}{W}

Legendary Creature -- Human Soldier

Vigilance
Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.
Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lim, taegyun - Modern v3 Group 3D9E23 (Beastrider Vanguard, Craterhoof Be sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Chalice of the Void {X}{X}

Artifact

This artifact enters with X charge counters on it.
Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

This artifact enters with X charge counters on it.
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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elder Gargaroth {3}{G}{G}

Creature -- Beast

Reach, vigilance, trample
Whenever this creature attacks or blocks, choose one --
* Create a 3/3 green Beast creature token.
* You gain 3 life.
* Draw a card.

[sideboard]

6/6

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

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

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

Grist, the Hunger Tide {1}{B}{G}

Legendary Planeswalker -- Grist

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.
[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.
[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.
[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Guerrilla Gorilla (1)(G)

Creature -- Ape Soldier Hero

Reach
Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kraul Harpooner (1)(G)

Creature -- Insect Warrior

Reach
Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reclamation Sage (2)(G)

Creature -- Elf Shaman

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lim, taegyun - Modern v3 Group 3D9E23 (Beastrider Vanguard, Craterhoof Be sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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