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

Breeding Pool

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pool

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chord of Calling (X)(G)(G)(G)

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coiling Oracle (G)(U)

Creature -- Snake Elf Druid

When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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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Delighted Halfling {G}

Creature -- Halfling Citizen

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Creature -- Halfling Citizen

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1/2

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

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Finale of Devastation {X}{G}{G}

Sorcery

Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Denial {1}{U}{U}

Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.
Counter target spell.

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Hedge Maze

Land -- Forest Island

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

Ice-Fang Coatl {G}{U}

Snow Creature -- Snake

Flash
Flying
When this creature enters, draw a card.
This creature has deathtouch as long as you control at least three other snow permanents.

1/1

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1/1

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nadu, Winged Wisdom {1}{G}{U}

Legendary Creature -- Bird Wizard

Flying
Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/4

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

Outrider en-Kor {2}{W}

Creature -- Kor Rebel Knight

Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)
{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pendelhaven

Legendary Land

{T}: Add {G}.
{T}: Target 1/1 creature gets +1/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shuko {1}

Artifact -- Equipment

Equipped creature gets +1/+0.
Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springheart Nantuko {1}{G}

Enchantment Creature -- Insect Monk

Bestow {1}{G}
Enchanted creature gets +1/+1.
Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Safekeeper {G}

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Thassa's Oracle {U}{U}

Creature -- Merfolk Wizard

When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)

1/3

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Roots {1}{G}

Creature -- Plant Wall

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/5

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Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristly Bill, Spine Sower (1)(G)

Legendary Creature -- Plant Druid

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.
{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory (U)

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)
Counter target triggered ability or colorless spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory (U)

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Counter target triggered ability or colorless spell.

[sideboard]

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

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Evoke--Exile a green card from your hand.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation (1)(U)(U)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.
Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation (1)(U)(U)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.
Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[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

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

Soulless Jailer (2)

Artifact Creature -- Phyrexian Golem

Permanent cards in graveyards can't enter the battlefield.
Players can't cast noncreature spells from graveyards or exile.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Subtlety (2)(U)(U)

Creature -- Elemental Incarnation

Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Subtlety (2)(U)(U)

Creature -- Elemental Incarnation

Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

[sideboard]

3/3

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Playtest cards - kunit - Modern (Modern League) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Veil of Summer {G}

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

Veil of Summer {G}

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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

Volatile Stormdrake {1}{U}

Creature -- Drake

Flying, hexproof from activated and triggered abilities
When this creature enters, exchange control of this creature and target creature an opponent controls. If you do, you get {E}{E}{E}{E}, then sacrifice that creature unless you pay an amount of {E} equal to its mana value.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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