Aether Vial (1)

Artifact

At the beginning of your upkeep, you may put a charge counter on this artifact.
{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Ziggurat

Land

{T}: Add one mana of any color. Spend this mana only to cast a creature spell.

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Playtest cards - Schleeeb - Modern (Modern League) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Brutal Cathar

Card

- - - OTHER FACE - - -

Brutal Cathar

Card

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

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As this land enters, choose a creature type.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of the Parish {W}

Creature -- Human Soldier

Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

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Champion of the Parish {W}

Creature -- Human Soldier

Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charming Prince {1}{W}

Creature -- Human Noble

When this creature enters, choose one --
* Scry 2.
* You gain 3 life.
* Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delney, Streetwise Lookout {2}{W}

Legendary Creature -- Human Scout

Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater. If a triggered ability of a creature you control with power 2 or less triggers, that ability triggers an additional time.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Human Scout

Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater. If a triggered ability of a creature you control with power 2 or less triggers, that ability triggers an additional time.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imperial Recruiter {2}{R}

Creature -- Human Advisor

When this creature enters, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imperial Recruiter {2}{R}

Creature -- Human Advisor

When this creature enters, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle.

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jirina, Dauntless General (W)(B)

Legendary Creature -- Human Soldier

When Jirina enters, exile target player's graveyard.
Sacrifice Jirina: Humans you control gain hexproof and indestructible until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meddling Mage (W)(U)

Creature -- Human Wizard

As this creature enters, choose a nonland card name.
Spells with the chosen name can't be cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meddling Mage (W)(U)

Creature -- Human Wizard

As this creature enters, choose a nonland card name.
Spells with the chosen name can't be cast.

2/2

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Spells with the chosen name can't be cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Norin the Wary (R)

Legendary Creature -- Human Warrior

When a player casts a spell or a creature attacks, exile Norin.
Return it to the battlefield under its owner's control at the beginning of the next end step.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Human Warrior

When a player casts a spell or a creature attacks, exile Norin.
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflector Mage (1)(W)(U)

Creature -- Human Wizard

When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Satoru, the Infiltrator (U)(B)

Legendary Creature -- Human Ninja Rogue

Menace
Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Satoru, the Infiltrator (U)(B)

Legendary Creature -- Human Ninja Rogue

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Courtyard

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 or activate an ability of a creature source of the chosen type.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silent Clearing

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silent Clearing

Land

{T}, Pay 1 life: Add {W} or {B}.
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Thalia's Lieutenant {1}{W}

Creature -- Human Soldier

When this creature enters, put a +1/+1 counter on each other Human you control.
Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unclaimed Territory

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.

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Unsettled Mariner {W}{U}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jegantha, the Wellspring {4}{R/G}

Legendary Creature -- Elemental Elk

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jirina, Dauntless General {W}{B}

Legendary Creature -- Human Soldier

When Jirina enters, exile target player's graveyard.
Sacrifice Jirina: Humans you control gain hexproof and indestructible until end of turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jirina, Dauntless General {W}{B}

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[sideboard]

2/2

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Kataki, War's Wage {1}{W}

Legendary Creature -- Spirit

All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}."

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loran of the Third Path {2}{W}

Legendary Creature -- Human Artificer

Vigilance
When Loran enters, destroy up to one target artifact or enchantment.
{T}: You and target opponent each draw a card.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orvar, the All-Form {3}{U}

Legendary Creature -- Shapeshifter

Changeling
Whenever you cast an instant or sorcery spell, if it targets one or more other permanents you control, create a token that's a copy of one of those permanents.
When a spell or ability an opponent controls causes you to discard this card, create a token that's a copy of target permanent.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orvar, the All-Form {3}{U}

Legendary Creature -- Shapeshifter

Changeling
Whenever you cast an instant or sorcery spell, if it targets one or more other permanents you control, create a token that's a copy of one of those permanents.
When a spell or ability an opponent controls causes you to discard this card, create a token that's a copy of target permanent.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scheming Fence {W}{U}

Creature -- Human Citizen

As this creature enters, you may choose a nonland permanent.
Activated abilities of the chosen permanent can't be activated.
This creature has all activated abilities of the chosen permanent except for loyalty abilities. You may spend mana as though it were mana of any color to activate those abilities.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scheming Fence {W}{U}

Creature -- Human Citizen

As this creature enters, you may choose a nonland permanent.
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[sideboard]

2/3

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[sideboard]

2/3

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[sideboard]

2/3

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War Priest of Thune 1W

Creature -- Human Cleric

When this creature enters, you may destroy target enchantment.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Priest of Thune 1W

Creature -- Human Cleric

When this creature enters, you may destroy target enchantment.

[sideboard]

2/2

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