**Adeline, Resplendent Cathar** (1)(W)(W)

Legendary Creature -- Human Knight

Vigilance
Adeline's power is equal to the number of creatures you control.
Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.

*/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Adeline, Resplendent Cathar** (1)(W)(W)

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*/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ajani, Nacatl Pariah** (1)(W)

Legendary Creature -- Cat Warrior

When Ajani enters, create a 2/1 white Cat Warrior creature token.
Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.

1/2

- - - BACK FACE - - -

**Ajani, Nacatl Avenger**

Legendary Planeswalker -- Ajani

[+2]: Put a +1/+1 counter on each Cat you control.
[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.
[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 3

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Whoah - Modern (Modern Challenge 32)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

**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.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Vigilance
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Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Brimaz, King of Oreskos** {1}{W}{W}

Legendary Creature -- Cat Soldier

Vigilance
Whenever Brimaz attacks, create a 1/1 white Cat Soldier creature token with vigilance that's attacking.
Whenever Brimaz blocks a creature, create a 1/1 white Cat Soldier creature token with vigilance that's blocking that creature.

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Brimaz, King of Oreskos** {1}{W}{W}

Legendary Creature -- Cat Soldier

Vigilance
Whenever Brimaz attacks, create a 1/1 white Cat Soldier creature token with vigilance that's attacking.
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**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever Brimaz attacks, create a 1/1 white Cat Soldier creature token with vigilance that's attacking.
Whenever Brimaz blocks a creature, create a 1/1 white Cat Soldier creature token with vigilance that's blocking that creature.

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Eiganjo Castle**

Legendary Land

{T}: Add {W}.
{W}, {T}: Prevent the next 2 damage that would be dealt to target legendary creature this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Eiganjo, Seat of the Empire**

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Flowering of the White Tree** {W}{W}

Legendary Enchantment

Legendary creatures you control get +2/+1 and have ward {1}.
Nonlegendary creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Nonlegendary creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Frodo, Sauron's Bane** {W}

Legendary Creature -- Halfling Citizen

{W/B}{W/B}: If Frodo is a Citizen, it becomes a Halfling Scout with base power and toughness 2/3 and lifelink.
{B}{B}{B}: If Frodo is a Scout, it becomes a Halfling Rogue with "Whenever this creature deals combat damage to a player, that player loses the game if the Ring has tempted you four or more times this game. Otherwise, the Ring tempts you."

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

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

**Horizon Canopy**

Land

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

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**Playtest cards - Whoah - Modern (Modern Challenge 32)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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## Isamaru, Hound of Konda (W)

Legendary Creature -- Dog

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Dog

2/2

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## Isamaru, Hound of Konda (W)

Legendary Creature -- Dog

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kytheon, Hero of Akros (W)

Legendary Creature -- Human Soldier

At end of combat, if Kytheon and at least two other creatures attacked this combat, exile Kytheon, then return him to the battlefield transformed under his owner's control.
{2}{W}: Kytheon gains indestructible until end of turn.

2/1

- - - BACK FACE - - -

## Gideon, Battle-Forged

Legendary Planeswalker -- Gideon

[+2]: Up to one target creature an opponent controls attacks Gideon during its controller's next turn if able.
[+1]: Until your next turn, target creature gains indestructible. Untap that creature.
[0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kytheon, Hero of Akros (W)

Legendary Creature -- Human Soldier

At end of combat, if Kytheon and at least two other creatures attacked this combat, exile Kytheon, then return him to the battlefield transformed under his owner's control.
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2/1

- - - BACK FACE - - -

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[0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Minas Tirith

Legendary Land

Minas Tirith enters tapped unless you control a legendary creature.
{T}: Add {W}.
{1}{W}, {T}: Draw a card. Activate only if you attacked with two or more creatures this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mobilized District

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Whoah - Modern (Modern Challenge 32)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

## Mobilized District

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mobilized District

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mox Amber (0)

Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Phelia, Exuberant Shepherd (1)(W)

Legendary Creature -- Dog

Flash
Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Whoah - Modern (Modern Challenge 32)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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**Phelia, Exuberant Shepherd** {1}{W}

Legendary Creature -- Dog

Flash
Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plaza of Heroes**

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.
{T}: Add one mana of any color among legendary permanents you control.
{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plaza of Heroes**

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{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Skrelv, Defector Mite** {W}

Legendary Artifact Creature -- Phyrexian Mite

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Skrelv can't block.
{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)

**1/1**

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Snow-Covered Plains**

Basic Snow Land -- Plains

({T}: Add {W}.)

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**Snow-Covered Plains**

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Snow Land -- Plains

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Basic Snow Land -- Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Whoah - Modern (Modern Challenge 32)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thalia, Guardian of Thraben {1}{W}

Legendary Creature -- Human Soldier

First strike
Noncreature spells cost {1} more to cast.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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First strike
Noncreature spells cost {1} more to cast.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Disruptor Flute {2}

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Disruptor Flute {2}

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Whoah - Modern (Modern Challenge 32)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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**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

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Vigilance
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{T}: You and target opponent each draw a card.

[sideboard]

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sanctifier en-Vec** {W}{W}

Creature -- Human Cleric

Protection from black and from red
When this creature enters, exile all cards that are black or red from all graveyards.
If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

**2/2**

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[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Thalia, Guardian of Thraben** {1}{W}

Legendary Creature -- Human Soldier

First strike
Noncreature spells cost {1} more to cast.

[sideboard]

**2/1**

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.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## White Orchid Phantom {W}{W}

Creature -- Spirit Knight

Flying, first strike
When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Creature -- Spirit Knight

Flying, first strike
When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## White Orchid Phantom {W}{W}

Creature -- Spirit Knight

Flying, first strike
When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Whoah - Modern (Modern Challenge 32)** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.