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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Arid Mesa

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, 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

Burning-Tree Emissary {R/G}{R/G}

Creature -- Human Shaman

When this creature enters, add {R}{G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

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

Playtest cards - crazybaloth - Modern (Modern Challenge 64) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coppercoat Vanguard {1}{W}

Creature -- Human Soldier

Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - crazybaloth - Modern (Modern Challenge 64) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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2/2

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

Esper Sentinel {W}

Artifact Creature -- Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

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Hopeful Initiate (W)

Creature -- Human Warlock

Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)
{2}{W}, Remove two +1/+1 counters from among creatures you control: Destroy target artifact or enchantment.

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - crazybaloth - Modern (Modern Challenge 64) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rally at the Hornburg {1}{R}

Sorcery

Create two 1/1 white Human Soldier creature tokens. Humans you control gain haste until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riders of the Mark {6}{R}

Creature -- Human Knight

Affinity for Humans (This spell costs {1} less to cast for each Human you control.)
Trample, haste
At the beginning of your end step, if this creature attacked this turn, return it to its owner's hand. If you do, create a number of 1/1 white Human Soldier creature tokens equal to its toughness.

7/4

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7/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} 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

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} 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

Sunbaked Canyon

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbaked Canyon

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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1/1

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anointed Peacekeeper {2}{W}

Creature -- Human Cleric

Vigilance
As this creature enters, look at an opponent's hand, then choose any card name.
Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest {1}{W}

Creature -- Human Cleric

Flash
If a nontoken creature would enter and it wasn't cast, exile it instead.

[sideboard]

2/2

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

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[sideboard]

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Drannith Magistrate {1}{W}

Creature -- Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Magistrate {1}{W}

Creature -- Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invasion of Gobakhan {1}{W}

Battle -- Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

[sideboard]

D 3

- - - BACK FACE - - -

Lightshield Array

Enchantment

At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.
Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

D 3

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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

Magus of the Moon {2}{R}

Creature -- Human Wizard

Nonbasic lands are Mountains.

[sideboard]

2/2

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Magus of the Moon {2}{R}

Creature -- Human Wizard

Nonbasic lands are Mountains.

[sideboard]

2/2

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Magus of the Moon {2}{R}

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - crazybaloth - Modern (Modern Challenge 64) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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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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