Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Brutal Cathar

Card

- - - OTHER FACE - - -

Brutal Cathar

Card

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Brutal Cathar

Card

- - - OTHER FACE - - -

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Card

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Brutal Cathar

Card

- - - OTHER FACE - - -

Brutal Cathar

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captain of the Watch {4}{W}{W}

Creature -- Human Soldier

Vigilance (Attacking doesn't cause this creature to tap.)
Other Soldier creatures you control get +1/+1 and have vigilance.
When this creature enters, create three 1/1 white Soldier creature tokens.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Middeterminist - Legacy v3 Group 61AC58 (Brutal Cathar, Captain of the Wa sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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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

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Chrome Mox (0)

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
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Chrome Mox (0)

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

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

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Enlistment Officer {3}{W}

Creature -- Human Soldier

First strike
When this creature enters, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library in any order.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enlistment Officer {3}{W}

Creature -- Human Soldier

First strike
When this creature enters, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library in any order.

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2/3

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Creature -- Human Soldier

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Artifact Creature -- Human Soldier

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karakas

Legendary Land

{T}: Add {W}.
{T}: Return target legendary creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lavabrink Venturer {2}{W}

Creature -- Human Soldier

As this creature enters, choose odd or even. (Zero is even.)
This creature has protection from each mana value of the chosen quality.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Palace Jailer {2}{W}{W}

Creature -- Human Soldier

When this creature enters, you become the monarch.
When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preeminent Captain (2)(W)

Creature -- Kithkin Soldier

First strike (This creature deals combat damage before creatures without first strike.)
Whenever this creature attacks, you may put a Soldier creature card from your hand onto the battlefield tapped and attacking.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preeminent Captain (2)(W)

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First strike (This creature deals combat damage before creatures without first strike.)
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rick, Steadfast Leader

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege Veteran (2)(W)

Creature -- Human Soldier

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
Whenever another nontoken Soldier you control dies, create a 1/1 colorless Soldier artifact creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Soldier

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
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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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Legendary Creature -- Human Soldier

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2/1

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Legendary Creature -- Human Soldier

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, Heretic Cathar {2}{W}

Legendary Creature -- Human Soldier

First strike
Creatures and nonbasic lands your opponents control enter tapped.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, Heretic Cathar {2}{W}

Legendary Creature -- Human Soldier

First strike
Creatures and nonbasic lands your opponents control enter tapped.

3/2

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Legendary Creature -- Human Soldier

First strike
Creatures and nonbasic lands your opponents control enter tapped.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch Enchanter 3W

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

- - - BACK FACE - - -

Witch-Blessed Meadow

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch Enchanter 3W

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

- - - BACK FACE - - -

Witch-Blessed Meadow

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

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Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

- - - BACK FACE - - -

Witch-Blessed Meadow

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armageddon 3W

Sorcery

Destroy all lands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armageddon 3W

Sorcery

Destroy all lands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere 2

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Silence W

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

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Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

[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

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindbreak Trap {2}{U}{U}

Instant -- Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindbreak Trap {2}{U}{U}

Instant -- Trap

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Exile any number of target spells.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Null Rod {2}

Artifact

Activated abilities of artifacts can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

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Split Up {1}{W}{W}

Sorcery

Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surgical Extraction {BP}

Instant

({B/P} can be paid with either {B} or 2 life.)
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

[sideboard]

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Instant

({B/P} can be paid with either {B} or 2 life.)
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