

Aerial Extortionist 3WW Creature -- Bird Soldier Flying Whenever this creature enters or deals combat damage to a player, exile up to one target nonland permanent. For as long as that card remains exiled, its owner may cast it. Whenever another player casts a spell from anywhere other than their hand, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aerial Extortionist 3WW Creature -- Bird Soldier Flying Whenever this creature enters or deals combat damage to a player, exile up to one target nonland permanent. For as long as that card remains exiled, its owner may cast it. Whenever another player casts a spell from anywhere other than their hand, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aerial Extortionist 3WW Creature -- Bird Soldier Flying Whenever this creature enters or deals combat damage to a player, exile up to one target nonland permanent. For as long as that card remains exiled, its owner may cast it. Whenever another player casts a spell from anywhere other than their hand, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boromir, Warden of the Tower 2W 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

4 W W W

Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.

- - - BACK FACE - - -

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

4 W W W

Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.

- - - BACK FACE - - -

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

③ ④

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

③ ④ W

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

Legendary Land

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

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{T}: Add {W}.
{T}: Return target legendary
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

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

② W W

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

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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) 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) 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	Suppression Field (1)(W) Enchantment Activated abilities cost {2} more to activate unless they're mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Valiant Veteran 1 W Creature -- Kor Soldier Other Soldiers you control get +1/+1. {3}{W}{W}, Exile this card from your graveyard: Put a +1/+1 counter on each Soldier you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valiant Veteran 1 W Creature -- Kor Soldier Other Soldiers you control get +1/+1. {3}{W}{W}, Exile this card from your graveyard: Put a +1/+1 counter on each Soldier you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch Enchanter 3 W 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 3 W 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
Council's Judgment 1 W W Sorcery Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Council's Judgment 1 W W Sorcery Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity 2 W W Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Sanctity2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Sanctity2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace1W 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 PLAYbotbox.dev
Rest in Peace1W 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 PLAYbotbox.dev	Swords to PlowsharesW Instant Exile target creature. Its controller gains life equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to PlowsharesW Instant Exile target creature. Its controller gains life equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to PlowsharesW Instant Exile target creature. Its controller gains life equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tocatli Honor Guard 1W Creature -- Human Soldier Creatures entering don't cause abilities to trigger. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tocatli Honor Guard 1W Creature -- Human Soldier Creatures entering don't cause abilities to trigger. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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