Armageddon (3)(W)

Sorcery

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armageddon (3)(W)

Sorcery

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catapult Squad (1)(W)

Creature -- Human Soldier

Tap two untapped Soldiers you control: This creature deals 2 damage to target attacking or blocking creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catapult Squad (1)(W)

Creature -- Human Soldier

Tap two untapped Soldiers you control: This creature deals 2 damage to target attacking or blocking creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catapult Squad (1)(W)

Creature -- Human Soldier

Tap two untapped Soldiers you control: This creature deals 2 damage to target attacking or blocking creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catapult Squad (1)(W)

Creature -- Human Soldier

Tap two untapped Soldiers you control: This creature deals 2 damage to target attacking or blocking creature.

2/1

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

City of Traitors

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AltOldSkull - Premodern v3 Group 2DDA90 (Ramosian Sergeant, Whipcorder) (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.

City of Traitors

Land

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

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

Daru Warchief {2}{W}{W}

Creature -- Human Soldier

Soldier spells you cast cost {1} less to cast.
Soldier creatures you control get +1/+2.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daru Warchief {2}{W}{W}

Creature -- Human Soldier

Soldier spells you cast cost {1} less to cast.
Soldier creatures you control get +1/+2.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daru Warchief {2}{W}{W}

Creature -- Human Soldier

Soldier spells you cast cost {1} less to cast.
Soldier creatures you control get +1/+2.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daru Warchief {2}{W}{W}

Creature -- Human Soldier

Soldier spells you cast cost {1} less to cast.
Soldier creatures you control get +1/+2.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deftblade Elite {W}

Creature -- Human Soldier

Provoke (Whenever this creature attacks, you may have target creature defending player controls untap and block it if able.)
{1}{W}: Prevent all combat damage that would be dealt to and dealt by this creature this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deftblade Elite {W}

Creature -- Human Soldier

Provoke (Whenever this creature attacks, you may have target creature defending player controls untap and block it if able.)
{1}{W}: Prevent all combat damage that would be dealt to and dealt by this creature this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Deftblade Elite {W}

Creature -- Human Soldier

Provoke (Whenever this creature attacks, you may have target creature defending player controls untap and block it if able.)
{1}{W}: Prevent all combat damage that would be dealt to and dealt by this creature this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deftblade Elite {W}

Creature -- Human Soldier

Provoke (Whenever this creature attacks, you may have target creature defending player controls untap and block it if able.)
{1}{W}: Prevent all combat damage that would be dealt to and dealt by this creature this turn.

1/1

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.

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.

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.

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.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AltOldSkull - Premodern v3 Group 2DDA90 (Ramosian Sergeant, Whipcorder) (sheet 3/10 - 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.

Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frontline Strategist {W}

Creature -- Human Soldier

Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When this creature is turned face up, prevent all combat damage non-Soldier creatures would deal this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frontline Strategist {W}

Creature -- Human Soldier

Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When this creature is turned face up, prevent all combat damage non-Soldier creatures would deal this turn.

1/1

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

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.

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

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

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

Shared Triumph {1}{W}

Enchantment

As this enchantment enters, choose a creature type.
Creatures of the chosen type get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shared Triumph {1}{W}

Enchantment

As this enchantment enters, choose a creature type.
Creatures of the chosen type get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AltOldSkull - Premodern v3 Group 2DDA90 (Ramosian Sergeant, Whipcorder) (sheet 5/10 - 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.

Shared Triumph (1)(W)

Enchantment

As this enchantment enters, choose a creature type.
Creatures of the chosen type get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shared Triumph (1)(W)

Enchantment

As this enchantment enters, choose a creature type.
Creatures of the chosen type get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Champion (2)(W)

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, other creatures you control get +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Champion (2)(W)

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, other creatures you control get +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Champion (2)(W)

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, other creatures you control get +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Trooper (1)(W)

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, it gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Trooper (1)(W)

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, it gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Trooper (1)(W)

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, it gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Trooper (1)(W)

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, it gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Soltari Trooper {1}{W}

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature attacks, it gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whipcorder {W}{W}

Creature -- Human Soldier Rebel

{W}, {T}: Tap target creature.
Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whipcorder {W}{W}

Creature -- Human Soldier Rebel

{W}, {T}: Tap target creature.
Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whipcorder {W}{W}

Creature -- Human Soldier Rebel

{W}, {T}: Tap target creature.
Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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.

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abolish {1}{W}{W}

Instant

You may discard a Plains card rather than pay this spell's mana cost. Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abolish {1}{W}{W}

Instant

You may discard a Plains card rather than pay this spell's mana cost. Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cleansing Meditation {1}{W}{W}

Sorcery

Destroy all enchantments.
Threshold -- If there are seven or more cards in your graveyard, instead destroy all enchantments, then return all cards in your graveyard destroyed this way to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crusading Knight {2}{W}{W}

Creature -- Human Knight

Protection from black
This creature gets +1/+1 for each Swamp your opponents control.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AltOldSkull - Premodern v3 Group 2DDA90 (Ramosian Sergeant, Whipcorder) (sheet 8/10 - 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.

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honorable Passage {1}{W}

Instant

The next time a source of your choice would deal damage to any target this turn, prevent that damage. If damage from a red source is prevented this way, Honorable Passage deals that much damage to the source's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honorable Passage {1}{W}

Instant

The next time a source of your choice would deal damage to any target this turn, prevent that damage. If damage from a red source is prevented this way, Honorable Passage deals that much damage to the source's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honorable Passage {1}{W}

Instant

The next time a source of your choice would deal damage to any target this turn, prevent that damage. If damage from a red source is prevented this way, Honorable Passage deals that much damage to the source's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honorable Passage {1}{W}

Instant

The next time a source of your choice would deal damage to any target this turn, prevent that damage. If damage from a red source is prevented this way, Honorable Passage deals that much damage to the source's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Phyrexian Furnace 1

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt 0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt 0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.