Catapult Master {3}{W}{W}

Creature -- Human Soldier

Tap five untapped Soldiers you control: Exile target creature.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tap five untapped Soldiers you control: Exile target creature.

3/3

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

Commander Eesha {2}{W}{W}

Legendary Creature -- Bird Soldier

Flying, protection from creatures

2/4

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Commander Eesha {2}{W}{W}

Legendary Creature -- Bird Soldier

Flying, protection from creatures

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daru Encampment

Land

{T}: Add {C}.
{W}, {T}: Target Soldier creature gets +1/+1 until end of turn.

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{W}, {T}: Target Soldier creature gets +1/+1 until end of turn.

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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

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Soldier creatures you control get +1/+2.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice {X}{X}{2}{W}{W}

Sorcery

Create X 4/4 white Angel creature tokens with flying.
Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice {X}{X}{2}{W}{W}

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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

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{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

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

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

Gempalm Avenger {5}{W}

Creature -- Human Soldier

Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, Soldier creatures get +1/+1 and gain first strike until end of turn.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gempalm Avenger {5}{W}

Creature -- Human Soldier

Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, Soldier creatures get +1/+1 and gain first strike until end of turn.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glorious Anthem {1}{W}{W}

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Glorious Anthem {1}{W}{W}

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kjeldoran Outpost

Land

If this land would enter, sacrifice a Plains instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add {W}.
{1}{W}, {T}: Create a 1/1 white Soldier creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kjeldoran Outpost

Land

If this land would enter, sacrifice a Plains instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add {W}.
{1}{W}, {T}: Create a 1/1 white Soldier creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mobilization {2}{W}

Enchantment

Soldier creatures have vigilance.
{2}{W}: Create a 1/1 white Soldier creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mobilization {2}{W}

Enchantment

Soldier creatures have vigilance.
{2}{W}: Create a 1/1 white Soldier creature token.

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}.)

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Basic Land -- Plains

({T}: Add {W}.)

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)

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soltari Foot Soldier (W)

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lucasdoern - Premodern (Liga Feijoada 2026 #11 @ Santa Cruz do Sul (Brazi sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Soltari Foot Soldier {W}

Creature -- Soltari Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)

1/1

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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

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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.

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Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thran Turbine {1}

Artifact

At the beginning of your upkeep, you may add {C}{C}. This mana can't be spent to cast spells.

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Thran Turbine {1}

Artifact

At the beginning of your upkeep, you may add {C}{C}. This mana can't be spent to cast spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Absolute Grace {1}{W}

Enchantment

All creatures have protection from black.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Absolute Grace {1}{W}

Enchantment

All creatures have protection from black.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Absolute Law {1}{W}

Enchantment

All creatures have protection from red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Absolute Law {1}{W}

Enchantment

All creatures have protection from red.

[sideboard]

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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

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.

[sideboard]

1/1

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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Longbow Archer {W}{W}

Creature -- Human Soldier Archer

Reach (This creature can block creatures with flying.)
First strike

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Longbow Archer {W}{W}

Creature -- Human Soldier Archer

Reach (This creature can block creatures with flying.)
First strike

[sideboard]

2/2

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Soltari Trooper 1W

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.

[sideboard]

1/1

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