

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brutal Cathar Card OTHER FACE Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brutal Cathar Card OTHER FACE Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brutal Cathar Card OTHER FACE Brutal Cathar Card 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

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	Fortified Beachhead Land As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier. {T}: Add {W} or {U}. {5}, {T}: Soldiers you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fortified Beachhead Land As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier. {T}: Add {W} or {U}. {5}, {T}: Soldiers you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fortified Beachhead Land As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier. {T}: Add {W} or {U}. {5}, {T}: Soldiers you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fortified Beachhead Land As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier. {T}: Add {W} or {U}. {5}, {T}: Soldiers you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbin, Vanguard Aviator (W)(U) Legendary Creature -- Human Soldier Flying Whenever you attack with five or more Soldiers, creatures you control get +1/+1 and gain flying until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbin, Vanguard Aviator (W)(U) Legendary Creature -- Human Soldier Flying Whenever you attack with five or more Soldiers, creatures you control get +1/+1 and gain flying until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbin, Vanguard Aviator (W)(U) Legendary Creature -- Human Soldier Flying Whenever you attack with five or more Soldiers, creatures you control get +1/+1 and gain flying until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ferchx - Standard (Standard League)

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.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

Harbin, Vanguard Aviator (W)(U) Legendary Creature -- Human Soldier Flying Whenever you attack with five or more Soldiers, creatures you control get +1/+1 and gain flying until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	In the Trenches (1)(W)(W) Enchantment Creatures you control get +1/+1. {5}{W}: Exile target nonland permanent you don't control until this enchantment leaves the battlefield. Activate only as a sorcery and only once. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	In the Trenches (1)(W)(W) Enchantment Creatures you control get +1/+1. {5}{W}: Exile target nonland permanent you don't control until this enchantment leaves the battlefield. Activate only as a sorcery and only once. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. 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 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
Recruitment Officer W Creature -- Human Soldier {3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Recruitment Officer W Creature -- Human Soldier {3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Recruitment Officer W Creature -- Human Soldier {3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Recruitment Officer W Creature -- Human Soldier {3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Resolute Reinforcements ①②

Creature -- Human Soldier

Flash (You may cast this spell any time you could cast an instant.)
When this creature enters, create a 1/1 white Soldier creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resolute Reinforcements ①②

Creature -- Human Soldier

Flash (You may cast this spell any time you could cast an instant.)
When this creature enters, create a 1/1 white Soldier creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resolute Reinforcements ①②

Creature -- Human Soldier

Flash (You may cast this spell any time you could cast an instant.)
When this creature enters, create a 1/1 white Soldier creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resolute Reinforcements ①②

Creature -- Human Soldier

Flash (You may cast this spell any time you could cast an instant.)
When this creature enters, create a 1/1 white Soldier creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sec1uded Courtyard

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 or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sec1uded Courtyard

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 or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sec1uded Courtyard

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 or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sec1uded Courtyard

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 or activate an ability of a creature source of the chosen type.

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	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	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	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
Skystrike Officer (2)(U) Creature -- Human Soldier Flying Whenever this creature attacks, create a 1/1 colorless Soldier artifact creature token. Tap three untapped Soldiers you control: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skystrike Officer (2)(U) Creature -- Human Soldier Flying Whenever this creature attacks, create a 1/1 colorless Soldier artifact creature token. Tap three untapped Soldiers you control: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skystrike Officer (2)(U) Creature -- Human Soldier Flying Whenever this creature attacks, create a 1/1 colorless Soldier artifact creature token. Tap three untapped Soldiers you control: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skystrike Officer (2)(U) Creature -- Human Soldier Flying Whenever this creature attacks, create a 1/1 colorless Soldier artifact creature token. Tap three untapped Soldiers you control: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ferchx - Standard (Standard League) sheet 7/10 - 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.

Yotian Frontliner 1 Artifact Creature -- Soldier Whenever this creature attacks, another target creature you control gets +1/+1 until end of turn. Unearth {W} ({W}): Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yotian Frontliner 1 Artifact Creature -- Soldier Whenever this creature attacks, another target creature you control gets +1/+1 until end of turn. Unearth {W} ({W}): Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yotian Frontliner 1 Artifact Creature -- Soldier Whenever this creature attacks, another target creature you control gets +1/+1 until end of turn. Unearth {W} ({W}): Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yotian Frontliner 1 Artifact Creature -- Soldier Whenever this creature attacks, another target creature you control gets +1/+1 until end of turn. Unearth {W} ({W}): Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Brutal Cathar Card [sideboard] -----OTHER FACE----- Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Destroy Evil 1W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destroy Evil 1W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of New Benalia 1W Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of New Benalia 1W Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kayla's Reconstruction XWWW Sorcery Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kayla's Reconstruction XWWW Sorcery Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran of the Third Path 2W 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	Loran of the Third Path 2W 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

