

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

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Deserted Beach

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {U}.

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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.

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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.

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Fortified Beachhead

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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.	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.	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	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
Island Basic Land -- Island ({T}: Add {U}.)	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.	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.	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.

Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. 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	Protect the Negotiators ①② Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) If this spell was kicked, create a 1/1 white Soldier creature token. Counter target spell unless its controller pays {1} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Protect the Negotiators ①② Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) If this spell was kicked, create a 1/1 white Soldier creature token. Counter target spell unless its controller pays {1} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Recruitment Officer ①W 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 PLAY botbox.dev	Recruitment Officer ①W 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 PLAY botbox.dev	Resolute Reinforcements ①W 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 ①W 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.

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 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

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

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Siege Veteran

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.

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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	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	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

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 PLAYbotbox.dev

Thalia, Guardian of Thraben

1

W

Legendary Creature -- Human Soldier

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

2/1

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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 PLAYbotbox.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.

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Creature -- Kor Soldier

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2/2

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.)

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Yotian Frontliner 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 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	Zephyr Sentinel Creature -- Human Soldier Flash Flying When this creature enters, return up to one other target creature you control to its owner's hand. If it was a Soldier, put a +1/+1 counter on this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zephyr Sentinel Creature -- Human Soldier Flash Flying When this creature enters, return up to one other target creature you control to its owner's hand. If it was a Soldier, put a +1/+1 counter on this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brutal Cathar Card [sideboard] OTHER FACE Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brutal Cathar Card [sideboard] OTHER FACE Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brutal Cathar Card [sideboard] OTHER FACE Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brutal Cathar Card [sideboard] OTHER FACE Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

