

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	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. 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

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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Myrel, Shield of Argive (3)(W) Legendary Creature -- Human Soldier During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. Whenever Myrel attacks, create X 1/1 colorless Soldier artifact creature tokens, where X is the number of Soldiers you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 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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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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Resolute Reinforcements 1 W 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 1 W 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 1 W 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 1 W 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

Playtest cards - GhostSpider - 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 4/10 - 8 cards - 2.5 x 3.5 in each

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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Siege Veteran

② 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

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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
Slip Out the Back (U) Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slip Out the Back (U) Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) 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

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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

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W

Legendary Creature -- Human Soldier

First strike

Noncreature spells cost {1} more to cast.

2/1

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Valiant Veteran

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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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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 PLAY botbox.dev

① ②

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 PLAY botbox.dev

② ② W

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.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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[sidebar]

3/3

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②③

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[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Card

[sideboard]

- - - OTHER FACE - -

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Extraction Specialist 2W Creature -- Human Rogue Lifelink When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extraction Specialist 2W Creature -- Human Rogue Lifelink When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Protect the Negotiators 1U

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Protect the Negotiators 1U

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[sideboard]

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