Akiri, Fearless Voyager {1}{R}{W}

Legendary Creature -- Kor Warrior

Whenever you attack a player with one or more equipped creatures, draw a card.
{W}: You may unattach an Equipment from a creature you control. If you do, tap that creature and it gains indestructible until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basilisk Collar {1}

Artifact -- Equipment

Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.)
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Battlefield Forge

Land

{T}: Add {C}.
{T}: Add {R} or {W}. This land deals 1 damage to you.

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Playtest cards - trymbhu - Modern (NM2026 - Norgesmesterskapet i Magic: the Gathering - Lø sheet 1/9 - 8 cards - 2.5 x 3.5 in each

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Brass Squire (3)

Artifact Creature -- Myr

{T}: Attach target Equipment you control to target creature you control.

1/3

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{T}: Attach target Equipment you control to target creature you control.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clifftop Retreat

Land

This land enters tapped unless you control a Mountain or a Plains.
{T}: Add {R} or {W}.

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Colossus Hammer (1)

Artifact -- Equipment

Equipped creature gets +10/+10 and loses flying.
Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cranial Plating (2)

Artifact -- Equipment

Equipped creature gets +1/+0 for each artifact you control.
{B}{B}: Attach this Equipment to target creature you control.
Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Danitha Capashen, Paragon (2)(W)

Legendary Creature -- Human Knight

First strike, vigilance, lifelink
Aura and Equipment spells you cast cost {1} less to cast.

2/2

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Darksteel Plate {3}

Artifact -- Equipment

Indestructible
Equipped creature has indestructible.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Indestructible
Equipped creature has indestructible.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godsend {1}{W}{W}

Legendary Artifact -- Equipment

Equipped creature gets +3/+3.
Whenever equipped creature blocks or becomes blocked by one or more creatures, you may exile one of those creatures.
Your opponents can't cast spells with the same name as a card exiled with Godsend.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kor Duelist {W}

Creature -- Kor Soldier

As long as this creature is equipped, it has double strike. (It deals both first-strike and regular combat damage.)

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Metalwork Colossus {11}

Artifact Creature -- Construct

This spell costs {X} less to cast, where X is the total mana value of noncreature artifacts you control.
Sacrifice two artifacts: Return this card from your graveyard to your hand.

10/10

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Open the Armory (1)(W)

Sorcery

Search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Puresteel Paladin {W}{W}

Creature -- Human Knight

Whenever an Equipment you control enters, you may draw a card.
Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rogue's Passage

Land

{T}: Add {C}.
{4}, {T}: Target creature can't be blocked this turn.

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Sigarda's Aid (W)

Enchantment

You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispatch (W)

Instant

Tap target creature.
Metalcraft -- If you control three or more artifacts, exile that creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erase (W)

Instant

Exile target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erase (W)

Instant

Exile target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flayer Husk (1)

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +1/+1.
Equip {2}

[sideboard]

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Haunted Cloak {3}

Artifact -- Equipment

Equipped creature has vigilance, trample, and haste.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helping Hand {W}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Immolating Glare {1}{W}

Instant

Destroy target attacking creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ironclad Slayer {2}{W}

Creature -- Human Warrior

When this creature enters, you may return target Aura or Equipment card from your graveyard to your hand.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sickleslicer {3}

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +2/+2.
Equip {4}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +2/+2.
Equip {4}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valor Made Real {W}

Instant

Target creature can block any number of creatures this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Priest of Thune {1}{W}

Creature -- Human Cleric

When this creature enters, you may destroy target enchantment.

[sideboard]

2/2

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