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Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kicker {4} (You may pay an additional {4} as you cast spell.)

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Indestructible (Effects that say "destroy" don't destroy this Equipment.)

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Firebrand Archer (1)(R) Creature -- Human Archer Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebrand Archer (1)(R) Creature -- Human Archer Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebrand Archer (1)(R) Creature -- Human Archer Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleeting Flight (W) Instant Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fleeting Flight (W) Instant Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk (W) Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk (W) Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk (W) Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunter's Blowgun 1 Artifact -- Equipment Equipped creature gets +1/+1. Equipped creature has deathtouch during your turn. Otherwise, it has reach. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunter's Blowgun 1 Artifact -- Equipment Equipped creature gets +1/+1. Equipped creature has deathtouch during your turn. Otherwise, it has reach. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Item Shopkeep 1R Creature -- Human Citizen Whenever you attack, target attacking equipped creature gains menace until end of turn. (It can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Item Shopkeep 1R Creature -- Human Citizen Whenever you attack, target attacking equipped creature gains menace until end of turn. (It can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Item Shopkeep 1R Creature -- Human Citizen Whenever you attack, target attacking equipped creature gains menace until end of turn. (It can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Item Shopkeep 1R Creature -- Human Citizen Whenever you attack, target attacking equipped creature gains menace until end of turn. (It can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laughing Mad 2R Instant As an additional cost to cast this spell, discard a card. Draw two cards. Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Paladin's Arms 2W Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +2/+1, has ward {1}, and is a Knight in addition to its other types. Lightbringer and Hero's Shield -- Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paladin's Arms 2W Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +2/+1, has ward {1}, and is a Knight in addition to its other types. Lightbringer and Hero's Shield -- Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.) 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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Sabotender Creature -- Plant Reach Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sabotender Creature -- Plant Reach Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sabotender Creature -- Plant Reach Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sabotender Creature -- Plant Reach Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Samurai's Katana (2)(R) Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +2/+2, has trample and haste, and is a Samurai in addition to its other types. Murasame -- Equip {5}	Short Bow (2) Artifact -- Equipment Equipped creature gets +1/+1 and has reach and vigilance. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)	Short Bow (2) Artifact -- Equipment Equipped creature gets +1/+1 and has reach and vigilance. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)	Slash of Light (1)(W) Instant Slash of Light deals damage equal to the number of creatures you control plus the number of Equipment you control to target creature.
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Slash of Light (1)(W) Instant Slash of Light deals damage equal to the number of creatures you control plus the number of Equipment you control to target creature.	White Mage's Staff (1)(W) Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +1/+1, has "Whenever this creature attacks, you gain 1 life," and is a Cleric in addition to its other types. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)	White Mage's Staff (1)(W) Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +1/+1, has "Whenever this creature attacks, you gain 1 life," and is a Cleric in addition to its other types. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)	White Mage's Staff (1)(W) Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +1/+1, has "Whenever this creature attacks, you gain 1 life," and is a Cleric in addition to its other types. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)
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Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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