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| <b>Chainsaw</b> (1)(R)<br>Artifact -- Equipment<br>When this Equipment enters, it deals 3 damage to up to one target creature.<br>Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment.<br>Equip {3}<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>2/1</div>                                                       | <b>Cloud, Midgar Mercenary</b> (W)(W)<br>Legendary Creature -- Human Soldier Mercenary<br>When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>2/1</div>          | <b>Cloud, Midgar Mercenary</b> (W)(W)<br>Legendary Creature -- Human Soldier Mercenary<br>When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>2/1</div> | <b>Cloud, Midgar Mercenary</b> (W)(W)<br>Legendary Creature -- Human Soldier Mercenary<br>When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>2/1</div> |
| <b>Firion, Wild Rose Warrior</b> (2)(R)<br>Legendary Creature -- Human Rebel Warrior<br>Equipped creatures you control have haste.<br>Whenever a nontoken Equipment you control enters, create a token that's a copy of it, except it has "This Equipment's equip abilities cost {2} less to activate."<br>Sacrifice that token at the beginning of the next upkeep.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>3/3</div> | <b>Firion, Wild Rose Warrior</b> (2)(R)<br>Legendary Creature -- Human Rebel Warrior<br>Equipped creatures you control have haste.<br>Whenever a nontoken Equipment you control enters, create a token that's a copy of it, except it has "This Equipment's equip abilities cost {2} less to activate."<br>Sacrifice that token at the beginning of the next upkeep.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>3/3</div> | <b>Freya Crescent</b> (R)<br>Legendary Creature -- Rat Knight<br>Jump -- During your turn, Freya Crescent has flying.<br>{T}: Add {R}. Spend this mana only to cast an Equipment spell or activate an equip ability.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>1/1</div>                                                                                                                                        | <b>Freya Crescent</b> (R)<br>Legendary Creature -- Rat Knight<br>Jump -- During your turn, Freya Crescent has flying.<br>{T}: Add {R}. Spend this mana only to cast an Equipment spell or activate an equip ability.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>1/1</div>                                                                                                                                        |

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| <b>Freya Crescent</b> <span>(R)</span><br>Legendary Creature -- Rat Knight<br>Jump -- During your turn, Freya Crescent has flying.<br>{T}: Add {R}. Spend this mana only to cast an Equipment spell or activate an equip ability.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                              | <b>Hexgold Halberd</b> <span>(1)(R)</span><br>Artifact -- Equipment<br>For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.)<br>During your turn, equipped creature has first strike and trample.<br>Equip {2}{R}           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                      | <b>Hexgold Halberd</b> <span>(1)(R)</span><br>Artifact -- Equipment<br>For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.)<br>During your turn, equipped creature has first strike and trample.<br>Equip {2}{R}           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                      | <b>Hexgold Halberd</b> <span>(1)(R)</span><br>Artifact -- Equipment<br>For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.)<br>During your turn, equipped creature has first strike and trample.<br>Equip {2}{R}           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                          |
| <b>Hexgold Halberd</b> <span>(1)(R)</span><br>Artifact -- Equipment<br>For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.)<br>During your turn, equipped creature has first strike and trample.<br>Equip {2}{R}           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hexgold Hoverwings</b> <span>(3)(W)</span><br>Artifact -- Equipment<br>For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.)<br>Equipped creature has flying.<br>Creatures you control that are equipped get +1/+0.<br>Equip {2}{W}           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hexgold Hoverwings</b> <span>(3)(W)</span><br>Artifact -- Equipment<br>For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.)<br>Equipped creature has flying.<br>Creatures you control that are equipped get +1/+0.<br>Equip {2}{W}           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Leyline Axe</b> <span>(4)</span><br>Artifact -- Equipment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>Equipped creature gets +1/+1 and has double strike and trample.<br>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>Leyline Axe4</div><div>Artifact -- Equipment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lost Jitte1</div><div>Legendary Artifact -- Equipment</div><div>Whenever equipped creature deals combat damage, put a charge counter on Lost Jitte.<br/>Remove a charge counter from Lost Jitte: Choose one --<br/>* Untap target land.<br/>* Target creature can't block this turn.<br/>* Put a +1/+1 counter on equipped creature.<br/>Equip {1}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                      | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                              | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nahiri, Forged in Fury 4RW</div><div>Legendary Creature -- Kor Artificer</div><div>Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.)<br/>Whenever an equipped creature you control attacks, exile the top card of your library. You may play that card this turn. You may cast Equipment spells this way without paying their mana costs.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nahiri, the Unforgiving 1RWWR</div><div>Legendary Planeswalker -- Nahiri</div><div>Completed ({R/W/P} can be paid with {R}, {W}, or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature attacks a player each combat if able.<br/>[+1]: Discard a card, then draw a card.<br/>[0]: Exile target creature or Equipment card with mana value less than Nahiri's loyalty from your graveyard. Create a token that's a copy of it. That token gains haste. Exile it at the beginning of the next end step.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Raubahn, Bull of Ala Mhigo</div><div>1R</div></div><div>Legendary Creature -- Human Warrior</div><div>Ward--Pay life equal to Raubahn's power.<br/>Whenever Raubahn attacks, attach up to one target Equipment you control to target attacking creature.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div><div>Raubahn, Bull of Ala Mhigo</div><div>1R</div></div><div>Legendary Creature -- Human Warrior</div><div>Ward--Pay life equal to Raubahn's power.<br/>Whenever Raubahn attacks, attach up to one target Equipment you control to target attacking creature.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div><div>Rebel Salvo</div><div>2R</div></div><div>Instant</div><div>Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.)<br/>Rebel Salvo deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rebel Salvo</div><div>2R</div></div><div>Instant</div><div>Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.)<br/>Rebel Salvo deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Rebel Salvo</div><div>2R</div></div><div>Instant</div><div>Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.)<br/>Rebel Salvo deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rebel Salvo</div><div>2R</div></div><div>Instant</div><div>Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.)<br/>Rebel Salvo deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sunbillion Verge</div></div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>Sunbillion Verge</div></div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            |

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| <div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                     | <div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div>The Aetherspark4</div> <div>Legendary Artifact Planeswalker -- Equipment</div> <div>As long as The Aetherspark is attached to a creature, The Aetherspark can't be attacked and has "Whenever equipped creature deals combat damage during your turn, put that many loyalty counters on The Aetherspark."</div> <div>[+1]: Attach The Aetherspark to up to one target creature you control. Put a +1/+1 counter on that creature.</div> <div>[-5]: Draw two cards.</div> <div>[-10]: Add ten mana of any one color.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Zack FairW</div> <div>Legendary Creature -- Human Soldier</div> <div>Zack Fair enters with a +1/+1 counter on it.</div> <div>{1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Celestial Armor2W</div> <div>Artifact -- Equipment</div> <div>Flash (You may cast this spell any time you could cast an instant.)</div> <div>When this Equipment enters, attach it to target creature you control. That creature gains hexproof and indestructible until end of turn. Equipped creature gets +2/+0 and has flying.</div> <div>Equip {3}{W} ({3}{W}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Danitha, Benalia's Hope4W</div> <div>Legendary Creature -- Human Knight</div> <div>First strike, vigilance, lifelink</div> <div>When Danitha enters, you may put an Aura or Equipment card from your hand or graveyard onto the battlefield attached to Danitha.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Jor Kadeen, First GoldwardenRW</div> <div>Legendary Creature -- Human Rebel</div> <div>Trample</div> <div>Whenever Jor Kadeen attacks, it gets +X/+X until end of turn, where X is the number of equipped creatures you control. Then if Jor Kadeen's power is 4 or greater, draw a card.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                    | <div>Jor Kadeen, First GoldwardenRW</div> <div>Legendary Creature -- Human Rebel</div> <div>Trample</div> <div>Whenever Jor Kadeen attacks, it gets +X/+X until end of turn, where X is the number of equipped creatures you control. Then if Jor Kadeen's power is 4 or greater, draw a card.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              |

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| <div> <div>Lavaspur Boots</div> <div>1</div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</p> <p>Equip {1}</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div> <div>Lavaspur Boots</div> <div>1</div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</p> <p>Equip {1}</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div> <div>Machinist's Arsenal</div> <div>4W</div> </div> <div>Artifact -- Equipment</div> <div> <p>Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)</p> <p>Equipped creature gets +2/+2 for each artifact you control and is an Artificer in addition to its other types.</p> <p>Machina -- Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Machinist's Arsenal</div> <div>4W</div> </div> <div>Artifact -- Equipment</div> <div> <p>Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)</p> <p>Equipped creature gets +2/+2 for each artifact you control and is an Artificer in addition to its other types.</p> <p>Machina -- Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>One Last Job</div> <div>2W</div> </div> <div>Sorcery</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {2} -- Return target creature card from your graveyard to the battlefield.</p> <p>+ {1} -- Return target Mount or Vehicle card from your graveyard to the battlefield.</p> <p>+ {1} -- Return target Aura or Equipment card from your graveyard to the battlefield attached to a creature you control.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>One Last Job</div> <div>2W</div> </div> <div>Sorcery</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {2} -- Return target creature card from your graveyard to the battlefield.</p> <p>+ {1} -- Return target Mount or Vehicle card from your graveyard to the battlefield.</p> <p>+ {1} -- Return target Aura or Equipment card from your graveyard to the battlefield attached to a creature you control.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Resistance Reunited</div> <div>1W</div> </div> <div>Instant</div> <div> <p>Target creature gets +2/+2 until end of turn.</p> <p>Equipped creatures you control gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                              | <div> <div>Slash of Light</div> <div>1W</div> </div> <div>Instant</div> <div> <p>Slash of Light deals damage equal to the number of creatures you control plus the number of Equipment you control to target creature.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

sheet 9/10 - 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.

Slash of Light

1W

Instant

Slash of Light deals damage equal to the number of creatures you control plus the number of Equipment you control to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Slash of Light

1W

Instant

Slash of Light deals damage equal to the number of creatures you control plus the number of Equipment you control to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Slash of Light

1W

Instant

Slash of Light deals damage equal to the number of creatures you control plus the number of Equipment you control to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev