

Astor, Bearer of Blades (2)(R)(W) Legendary Creature -- Human Warrior When Astor enters, look at the top seven cards of your library. You may reveal an Equipment or Vehicle card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. Equipment you control have equip {1}. Vehicles you control have crew 1. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Astor, Bearer of Blades (2)(R)(W) Legendary Creature -- Human Warrior When Astor enters, look at the top seven cards of your library. You may reveal an Equipment or Vehicle card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. Equipment you control have equip {1}. Vehicles you control have crew 1. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Astor, Bearer of Blades (2)(R)(W) Legendary Creature -- Human Warrior When Astor enters, look at the top seven cards of your library. You may reveal an Equipment or Vehicle card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. Equipment you control have equip {1}. Vehicles you control have crew 1. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Bladehold War-Whip 1RW Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Equip abilities you activate of other Equipment cost {1} less to activate. Equipped creature has double strike. Equip {3}{R}{W} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bladehold War-Whip 1RW Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Equip abilities you activate of other Equipment cost {1} less to activate. Equipped creature has double strike. Equip {3}{R}{W} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bladehold War-Whip 1RW Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Equip abilities you activate of other Equipment cost {1} less to activate. Equipped creature has double strike. Equip {3}{R}{W} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buster Sword 3 Artifact -- Equipment Equipped creature gets +3/+2. Whenever equipped creature deals combat damage to a player, draw a card, then you may cast a spell from your hand with mana value less than or equal to that damage without paying its mana cost. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Celestial Armor 2W Artifact -- Equipment Flash (You may cast this spell any time you could cast an instant.) 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. Equip {3}{W} ({3}{W}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainsaw 1R Artifact -- Equipment When this Equipment enters, it deals 3 damage to up to one target creature. 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. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainsaw 1R Artifact -- Equipment When this Equipment enters, it deals 3 damage to up to one target creature. 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. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainsaw 1R Artifact -- Equipment When this Equipment enters, it deals 3 damage to up to one target creature. 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. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cloud, Midgar Mercenary WW Legendary Creature -- Human Soldier Mercenary When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle. 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloud, Midgar Mercenary WW Legendary Creature -- Human Soldier Mercenary When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle. 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloud, Midgar Mercenary WW Legendary Creature -- Human Soldier Mercenary When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle. 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloud, Midgar Mercenary WW Legendary Creature -- Human Soldier Mercenary When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle. 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dissection Tools 5 Artifact -- Equipment When this Equipment enters, manifest dread, then attach this Equipment to that creature. Equipped creature gets +2/+2 and has deathtouch and lifelink. Equip--Sacrifice a creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragoon's Lance 1W 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/+0 and is a Knight in addition to its other types. During your turn, equipped creature has flying. Gae Bolg -- Equip {4} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Freya Crescent R Legendary Creature -- Rat Knight Jump -- During your turn, Freya Crescent has flying. {T}: Add {R}. Spend this mana only to cast an Equipment spell or activate an equip ability. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Freya Crescent R Legendary Creature -- Rat Knight Jump -- During your turn, Freya Crescent has flying. {T}: Add {R}. Spend this mana only to cast an Equipment spell or activate an equip ability. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 3/10 - 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.

Freya Crescent (R) Legendary Creature -- Rat Knight Jump -- During your turn, Freya Crescent has flying. {T}: Add {R}. Spend this mana only to cast an Equipment spell or activate an equip ability. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Freya Crescent (R) Legendary Creature -- Rat Knight Jump -- During your turn, Freya Crescent has flying. {T}: Add {R}. Spend this mana only to cast an Equipment spell or activate an equip ability. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jor Kadeen, First Goldwarden (R)(W) Legendary Creature -- Human Rebel Trample 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jor Kadeen, First Goldwarden (R)(W) Legendary Creature -- Human Rebel Trample 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Whenever Kemba or another Cat you control enters, attach up to one target Equipment you control to that creature.

{3}{W}{W}: Create a 2/2 white Cat creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Whenever Kemba or another Cat you control enters, attach up to one target Equipment you control to that creature.

{3}{W}{W}: Create a 2/2 white Cat creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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}.)

Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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}.)

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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}.)

Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Whenever equipped creature deals combat damage, put a charge counter on Lost Jitte.

Remove a charge counter from Lost

Jitte: Choose one --

* Untap target land.

* Target creature can't block this turn.

* Put a +1/+1 counter on equipped creature.

Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrex

{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered
this turn.

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{3}, {T}: Create a 1/1 colorless
Phyrexian Mite artifact creature
token with toxic 1 and "This token
can't block." (Players dealt combat
damage by it also get a poison
counter.)
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Mirrex Land -- Sphere {T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. 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	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rebel Salvo Instant Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.) Rebel Salvo deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rebel Salvo Instant Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.) Rebel Salvo deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rebel Salvo Instant Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.) Rebel Salvo deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Samurai's Katana 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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samurai's Katana 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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Sunbillow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbillow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbillow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbillow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aven Interrupter1W Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aven Interrupter1W Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destroy Evil1W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destroy Evil1W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Torch the Tower Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unexpected Request Sorcery Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. You may attach an Equipment you control to that creature. If you do, unattach it at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unexpected Request Sorcery Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. You may attach an Equipment you control to that creature. If you do, unattach it at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	