

Barbed Batterfist ①② Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Equipped creature gets +1/-1. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barbed Batterfist ①② Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Equipped creature gets +1/-1. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barbed Batterfist ①② Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Equipped creature gets +1/-1. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barbed Batterfist ①② Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Equipped creature gets +1/-1. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) 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	Bladehold War-Whip ①②③ 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 ①②③ 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 ①②③ 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

Citizen's Crowbar 1 W Artifact -- Equipment When this Equipment enters, create a 1/1 green and white Citizen creature token, then attach this Equipment to it. Equipped creature gets +1/+1 and has "{W}, {T}, Sacrifice Citizen's Crowbar: Destroy target artifact or enchantment." Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elegant Parlor Land -- Mountain Plains {T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hexgold Halberd 1 R Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) During your turn, equipped creature has first strike and trample. Equip {2}{R} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hexgold Halberd 1 R Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) During your turn, equipped creature has first strike and trample. Equip {2}{R} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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	Kellan, the Fae-Blooded (2)(R) Legendary Creature -- Human Faerie Double strike Other creatures you control get +1/+0 for each Aura and Equipment attached to Kellan. 2/2 ----- ADVENTURE ----- Birthright Boon (1)(W) Sorcery -- Adventure Search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kellan, the Fae-Blooded (2)(R) Legendary Creature -- Human Faerie Double strike Other creatures you control get +1/+0 for each Aura and Equipment attached to Kellan. 2/2 ----- ADVENTURE ----- Birthright Boon (1)(W) Sorcery -- Adventure Search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kellan, the Fae-Blooded (2)(R) Legendary Creature -- Human Faerie Double strike Other creatures you control get +1/+0 for each Aura and Equipment attached to Kellan. 2/2 ----- ADVENTURE ----- Birthright Boon (1)(W) Sorcery -- Adventure Search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Lavaspur Boots1 Artifact -- Equipment 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 PLAYbotbox.dev	Lavaspur Boots1 Artifact -- Equipment 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 PLAYbotbox.dev	Lightning HelixRW Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning HelixRW Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning HelixRW Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lost Jitte1 Legendary Artifact -- Equipment 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 PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nahiri, Forged in Fury 4RW Legendary Creature -- Kor Artificer Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.) 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. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nahiri, Forged in Fury 4RW Legendary Creature -- Kor Artificer Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.) 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. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nahiri, Forged in Fury 4RW Legendary Creature -- Kor Artificer Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.) 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. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ossification 1 W Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ossification 1 W Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. 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
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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	Rebel Salvo2R 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 PLAYbotbox.dev	Rebel Salvo2R 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 PLAYbotbox.dev
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Warden of the Inner Sky (W) Creature -- Human Soldier As long as this creature has three or more counters on it, it has flying and vigilance. Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1. Activate only as a sorcery. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky (W) Creature -- Human Soldier As long as this creature has three or more counters on it, it has flying and vigilance. Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1. Activate only as a sorcery. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky (W) Creature -- Human Soldier As long as this creature has three or more counters on it, it has flying and vigilance. Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1. Activate only as a sorcery. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky (W) Creature -- Human Soldier As long as this creature has three or more counters on it, it has flying and vigilance. Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1. Activate only as a sorcery. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Danitha, Benalia's Hope (4)(W) Legendary Creature -- Human Knight First strike, vigilance, lifelink When Danitha enters, you may put an Aura or Equipment card from your hand or graveyard onto the battlefield attached to Danitha. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Danitha, Benalia's Hope (4)(W) Legendary Creature -- Human Knight First strike, vigilance, lifelink When Danitha enters, you may put an Aura or Equipment card from your hand or graveyard onto the battlefield attached to Danitha. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Danitha, Benalia's Hope (4)(W) Legendary Creature -- Human Knight First strike, vigilance, lifelink When Danitha enters, you may put an Aura or Equipment card from your hand or graveyard onto the battlefield attached to Danitha. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hexgold Hoverwings (3)(W) Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Equipped creature has flying. Creatures you control that are equipped get +1/+0. Equip {2}{W} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexgold Hoverwings (3)(W) Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Equipped creature has flying. Creatures you control that are equipped get +1/+0. Equip {2}{W} [sideboard] 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knockout Blow (2)(W) Instant This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knockout Blow (2)(W) Instant This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kor Halberd (W) Artifact -- Equipment Equipped creature gets +1/+1 and has vigilance. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Helix (R)(W) Instant Lightning Helix deals 3 damage to any target and you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ossification (1)(W) Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampires' Vengeance (2)(R) Instant Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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