

Akki Ronin ①Ⓜ Creature -- Goblin Samurai Whenever a Samurai or Warrior you control attacks alone, you may discard a card. If you do, draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Andúril, Flame of the West ③ Legendary Artifact -- Equipment Equipped creature gets +3/+1. Whenever equipped creature attacks, create two tapped 1/1 white Spirit creature tokens with flying. If that creature is legendary, instead create two of those tokens that are tapped and attacking. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barbed Batterfist ①Ⓜ 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 PLAY botbox.dev
Barrow-Blade ① Artifact -- Equipment Equipped creature gets +1/+1. Whenever equipped creature blocks or becomes blocked by a creature, that creature loses all abilities until end of turn. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Batterbone ② 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 and has vigilance and lifelink. Equip {5} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blackblade Reforged ② Legendary Artifact -- Equipment Equipped creature gets +1/+1 for each land you control. Equip legendary creature {3} Equip {7} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blacksmith's Talent Ⓜ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a colorless Equipment artifact token named Sword with "Equipped creature gets +1/+1" and equip {2}. {2}{R}: Level 2 At the beginning of combat on your turn, attach target Equipment you control to up to one target creature you control. {3}{R}: Level 3 During your turn, equipped creatures you control have double strike and haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bladegrift Aspirant (2)(R) Creature -- Phyrexian Warrior Menace Equipment spells you cast cost {1} less to cast. Activated abilities of Equipment you control that target this creature cost {1} less to activate. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bronzeplate Boar (2)(R) Artifact Creature -- Equipment Boar Trample Equipped creature gets +3/+2 and has trample. Reconfigure {5} ({5}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chainsaw (1)(R) 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 PLAY botbox.dev	Champion of the Flame (1)(R) Creature -- Human Warrior Trample This creature gets +2/+2 for each Aura and Equipment attached to it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Cori-Steel Cutter (1)(R) Artifact -- Equipment Equipped creature gets +1/+1 and has trample and haste. Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.) Equip {1}{R} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

If you control two or more other lands, this land enters tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

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Artifact -- Equipment

For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Equipped creature gets +2/+2 and has flying and haste.
Equip {3}{R}{R}

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Legendary Artifact -- Equipment

Flash
This spell costs {1} less to cast
for each attacking creature you
control.
When Embercleave enters, attach it
to target creature you control.
Equipped creature gets +1/+1 and has
double strike and trample.
Equip {3}

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Creature -- Human Knight

First strike, haste
Whenever this creature attacks,
another target attacking Knight you
control gets +1/+0 until end of
turn.
Equip abilities you activate that
target this creature cost {3} less
to activate.

1/1

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Legendary Creature -- Human Rebel Warrior

Equipped creatures you control have haste.

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."

Sacrifice that token at the beginning of the next upkeep.

3/3

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Artifact Creature -- Equipment Phoenix

Flying
Equipped creature has flying.
Whenever Forgeborn Phoenix or
equipped creature dies, it
perpetually gains "Whenever an
equipped creature you control deals
combat damage to a player or
planeswalker, return this card from
your graveyard to battlefield
tapped."
Reconfigure {R} ({R}: Attach to
target creature you control; or
unattach from a creature.
Reconfigure only as a sorcery. While
attached, this isn't a creature.)

2/2

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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

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Legendary Creature -- Human Samurai

Whenever Gilgamesh enters or attacks, look at the top six cards of your library. You may put any number of Equipment cards from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When you put one or more Equipment onto the battlefield this way, you may attach one of them to a Samurai you control.

6/6

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Leyline Axe4 Artifact -- Equipment If this card is in your opening hand, you may begin the game with it on the battlefield. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lindblum, Industrial Regency Land -- Town This land enters tapped. {T}: Add {R}. ----- ADVENTURE ----- Mage Siege2R Instant -- Adventure Create a 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lion Heart4 Artifact -- Equipment When this Equipment enters, it deals 2 damage to any target. Equipped creature gets +2/+1. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lizard Blades1R Artifact Creature -- Equipment Lizard Double Strike Equipped creature has double strike. Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mask of Immolation1R Artifact -- Equipment When this Equipment enters, create a 1/1 red Elemental creature token, then attach this Equipment to it. Equipped creature has "Sacrifice this creature: It deals 1 damage to any target." Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mithril Coat3 Legendary Artifact -- Equipment Flash Indestructible When Mithril Coat enters, attach it to target legendary creature you control. Equipped creature has indestructible. Equip {3} 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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Basic Land -- Mountain

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Artifact -- Equipment

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Artifact Creature -- Equipment Ogre

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Creature -- Human Samurai

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Artifact Creature -- Equipment Rabbit

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Legendary Creature -- Human Warrior

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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.

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Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)
Equipped creature has "Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn" and is a Wizard in addition to its other types.
Equip {3}

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Trample, haste
Whenever an equipped creature you control other than Rhuk attacks or dies, you may attach all Equipment attached to that creature to Rhuk.

2/2

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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}
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Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

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Equipped creature gets +1/+1.
Whenever this creature or equipped creature becomes blocked, it deals 1 damage to defending player.
Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.
Reconfigure only as a sorcery. While attached, this isn't a creature.)

1/1

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{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

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Equipped creature has trample.
Whenever equipped creature deals
combat damage to a player, seek a
card with mana value equal to that
damage.
Equip {2}
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Stormforged Armor ①RR Legendary Artifact -- Equipment Equipped creature has "Whenever this creature attacks, conjure a card named Ball Lightning onto the battlefield tapped and attacking." Equip--Pay 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swiftfoot Boots ② Artifact -- Equipment Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.) Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sword of Fire and Ice ③ Artifact -- Equipment Equipped creature gets +2/+2 and has protection from red and from blue. Whenever equipped creature deals combat damage to a player, this Equipment deals 2 damage to any target and you draw a card. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sword of Forge and Frontier ③ Artifact -- Equipment Equipped creature gets +2/+2 and has protection from red and from green. Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sword of Wealth and Power ③ Artifact -- Equipment Equipped creature gets +2/+2 and has protection from instants and from sorceries. Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Aetherspark ④ Legendary Artifact Planeswalker -- Equipment 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." [+1]: Attach The Aetherspark to up to one target creature you control. Put a +1/+1 counter on that creature. [-5]: Draw two cards. [-10]: Add ten mana of any one color. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thran Power Suit ② Artifact -- Equipment Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. (Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trailblazer's Boots ② Artifact -- Equipment Equipped creature has nonbasic landwalk. (It can't be blocked as long as defending player controls a nonbasic land.) Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kotani, Kazuya - Unknown format (Super DC Teams)

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.

sheet 12/13 - 8 cards - 2.5 x 3.5 in each

Two-Handed Axe (2) (R) Artifact -- Equipment Whenever equipped creature attacks, double its power until end of turn. Equip {1}{R} ----- ADVENTURE ----- Sweeping Cleave (1) (R) Instant -- Adventure Target creature you control gains double strike until end of turn. (Then exile this card. You may cast the artifact later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Upriser Renegade (1) (R) Creature -- Human Samurai This creature gets +2/+0 for each other modified creature you control. (Equipment, Auras you control, and counters are modifications.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vulshok Splitter (3) (R) Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Equipped creature gets +2/+0. Equip {2}{R} ({2}{R}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warrior's Sword (3) (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 +3/+2 and is a Warrior in addition to its other types. Equip {5} ({5}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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