

①

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.)

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① ② R

Trample
This creature gets +2/+2 for each
Aura and Equipment attached to it.

1/1

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② ③

Trample, haste
Alliance -- Whenever another
creature you control enters, double
this creature's power until end of
turn.

1/3

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②③

Trample, haste
Alliance -- Whenever another creature you control enters, double this creature's power until end of turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Galvanic Blast deals 2 damage to any target.
Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.

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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}

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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	Leather Armor1 Artifact -- Equipment Equipped creature gets +0/+1 and has ward {1}. (Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) Equip {0}. Activate only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leather Armor1 Artifact -- Equipment Equipped creature gets +0/+1 and has ward {1}. (Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) Equip {0}. Activate only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leather Armor1 Artifact -- Equipment Equipped creature gets +0/+1 and has ward {1}. (Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) Equip {0}. Activate only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lizard Blades 1R 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	Mirran Banesplitter R Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirran Banesplitter R Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) 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	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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Rabbit Battery

Artifact Creature -- Equipment Rabbit

Haste
Equipped creature gets +1/+1 and has haste.
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.)

1/1

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Reconfigure {R} ({R}: Attach to target creature you control; or unattach from a creature.
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1/1

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Shadowspear

Legendary Artifact -- Equipment

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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Siege Smash

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
Choose one --
* Destroy target artifact.
* Target creature gets +3/+2 and gains trample until end of turn.

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* Target creature gets +3/+2 and gains trample until end of turn.

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Untimely Malfunction ^① [Ⓜ]

Instant

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Choose one --
* Destroy target artifact.
* Change the target of target spell
  or ability with a single target.
* One or two target creatures can't
  block this turn.
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Choose one --

- * Destroy target artifact.
- * Change the target of target spell or ability with a single target.
- * One or two target creatures can't block this turn.

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② R

At the beginning of combat on your turn, for each Aura and Equipment attached to Valduk, create a 3/1 red Elemental creature token with trample and haste. Exile those tokens at the beginning of the next end step.

3/2

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At the beginning of combat on your turn, for each Aura and Equipment attached to Valduk, create a 3/1 red Elemental creature token with trample and haste. Exile those tokens at the beginning of the next end step.

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② ③

At the beginning of combat on your turn, for each Aura and Equipment attached to Valduk, create a 3/1 red Elemental creature token with trample and haste. Exile those tokens at the beginning of the next end step.

3/2

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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.)

[sideboard]

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®

Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

[sidebar]

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Equipped creature has flying.
Equip {1} ({1}: Attach to target
creature you control. Equip only as
a sorcery.)
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[sidebar]

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②

Equipped creature has flying.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[sidebar]

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Equipped creature has flying.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

7/11

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①

Crew 6 (Tap any number of creatures you control with total power 6 or more: This Vehicle becomes an artifact creature until end of turn.)

7/11

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Crew 6 (Tap any number of creatures you control with total power 6 or more: This Vehicle becomes an artifact creature until end of turn.)

7/11

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Crew 6 (Tap any number of creatures you control with total power 6 or more: This Vehicle becomes an artifact creature until end of turn.)

7/11

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① R R

Gain control of target creature or Vehicle until end of turn. Untap it. It gains haste until end of turn. You may cast a spell with mana value 2 or less from your hand without paying its mana cost.

①②③

①RRR

Gain control of target creature or Vehicle until end of turn. Untap it. It gains haste until end of turn. You may cast a spell with mana value 2 or less from your hand without paying its mana cost.

①②③

®

Flash
When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

®

① R R

Enchant creature or Vehicle
As long as enchanted permanent is a Vehicle, it's a creature in addition to its other types.
Enchanted creature gets +3/+0 and has first strike.

①②③

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Siege Modification ①ⓇⓇ

Enchantment -- Aura

Enchant creature or Vehicle
As long as enchanted permanent is a Vehicle, it's a creature in addition to its other types.
Enchanted creature gets +3/+0 and has first strike.

[sideboard]

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Siege Modification ①ⓇⓇ

Enchantment -- Aura

Enchant creature or Vehicle
As long as enchanted permanent is a Vehicle, it's a creature in addition to its other types.
Enchanted creature gets +3/+0 and has first strike.

[sideboard]

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Playtest cards - BrettGray - Modern (MEGA Modern)

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 10/10 - 2 cards - 2.5 x 3.5 in each