Artist's Talent {1}{R}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.
{2}{R}: Level 2
Noncreature spells you cast cost {1} less to cast.
{2}{R}: Level 3
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barret Wallace {3}{R}

Legendary Creature -- Human Rebel

Reach
Whenever Barret Wallace attacks, it deals damage equal to the number of equipped creatures you control to defending player.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basilisk Collar {1}

Artifact -- Equipment

Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.)
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blacksmith's Talent {R}

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

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

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

Cool but Rude {1}{R}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Whenever you attack, you may discard a card. If you do, draw a card.
{1}{R}: Level 2
Whenever you discard a card, this Class deals 2 damage to each opponent.
{1}{R}: Level 3
When this Class becomes level 3, search your library for a card, put it into your hand, shuffle, then discard a card at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dáin Ironfoot {2}{R}

Legendary Creature -- Dwarf Warrior

When Dáin enters, create a colorless Equipment artifact token named Axe with "Equipped creature gets +1/+0" and equip {2}. When you do, attach it to target creature you control.
Whenever Dáin attacks, each equipped attacking creature gains double strike until end of turn.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ofcurs - FreeForm (Chill Brawl IV) sheet 1/8 - 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.

Diamond Pick-Axe (R)

Artifact -- Equipment

Indestructible (Effects that say "destroy" don't destroy this Equipment.)
Equipped creature gets +1/+1 and has "Whenever this creature attacks, create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Mattock (2)

Artifact -- Equipment

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Mauler (R)

Creature -- Dwarf Warrior

Equip abilities you activate that target this creature cost {2} less to activate.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firion, Wild Rose Warrior (2)(R)

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

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

Gandalf, Goblins' Bane (2)(R)

Legendary Creature -- Avatar Wizard

Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent.

2/3

- - - ADVENTURE - - -

Flameshape (1)(R)

Sorcery -- Adventure

Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Plunderer (1)(R)

Creature -- Human Rogue

Menace
At the beginning of your upkeep, you may create a Treasure token. When you do, target opponent creates a tapped Treasure token.
Whenever this creature attacks, it deals damage to defending player equal to the number of artifacts they control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Genji Glove (5)

Artifact -- Equipment

Equipped creature has double strike.
Whenever equipped creature attacks, if it's the first combat phase of the turn, untap it. After this phase, there is an additional combat phase.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Gilgamesh, Master-at-Arms {4}{R}{R}

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gold Pan {2}

Artifact -- Equipment

When this Equipment enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
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

Hard-Won Jitte {1}{R}

Artifact -- Equipment

Equipped creature has double strike.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher {1}{R}

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Improvised Arsenal {1}{R}

Artifact -- Equipment

Equipped creature gets +1/+0 for each artifact you control.
{4}{R}: Create a token that's a copy of this Equipment.
Equip {R}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lost Jitte {1}

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 PLAY botbox.dev

Mjölnir, Hammer of Thor {3}{R}

Legendary Artifact -- Equipment

When Mjölnir enters, it deals 4 damage to up to one target creature. Double all damage equipped creature would deal.
Equip worthy {1} (A creature is worthy if it's a legendary non-Villain that's red and/or white.)
{2}{R}, Discard this card: It deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage {R}

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ofcurs - FreeForm (Chill Brawl IV) sheet 3/8 - 8 cards - 2.5 x 3.5 in each

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ragged Short Spear {1}{R}

Artifact -- Equipment

When this Equipment enters, you may discard a card. If you do, draw two cards.
Equipped creature gets +2/+0.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raphael, Ninja Destroyer {2}{R}{R}

Legendary Creature -- Mutant Ninja Turtle

Raphael must be blocked if able.
Enrage -- Whenever Raphael is dealt damage, add that much {R}. Until end of turn, you don't lose this mana as steps and phases end.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raubahn, Bull of Ala Mhigo {1}{R}

Legendary Creature -- Human Warrior

Ward--Pay life equal to Raubahn's power.
Whenever Raubahn attacks, attach up to one target Equipment you control to target attacking creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ofcurs - FreeForm (Chill Brawl IV) sheet 6/8 - 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.

Red Mage's Rapier {1}{R}

Artifact -- Equipment

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}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Samurai's Katana {2}{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 +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

Sting, Bilbo's Sword {2}

Legendary Artifact -- Equipment

Flash
When Sting enters, put a hone counter on Sting for each creature target opponent controls. Attach Sting to up to one target creature you control. (Each hone counter on an Equipment grants +1/+0 to equipped creature.)
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunfire Torch {R}

Artifact -- Equipment

Equipped creature gets +1/+0 and has "Whenever this creature attacks, you may sacrifice Sunfire Torch. When you do, this creature deals 2 damage to any target."
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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

The Legend of Roku {2}{R}{R}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.
II -- Add one mana of any color.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Avatar Roku

Legendary Creature -- Avatar

Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)
{8}: Create a 4/4 red Dragon creature token with flying and firebending 4.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Lonely Mountain

Land -- Mountain

({T}: Add {R}.)
This land enters tapped unless you control an Equipment.
{4}{R}, {T}: Create a 2/2 red Dwarf creature token. This ability costs {1} less to activate for each Equipment you control. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thor, God of Thunder {3}{R}{R}

Legendary Creature -- God Warrior Hero

Flying
When Thor enters, exile target Equipment, instant, or sorcery card from your graveyard. Until the end of your next turn, you may play that card.
Whenever you cast a noncreature spell, Thor deals damage equal to that spell's mana value to any target.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ofcurs - FreeForm (Chill Brawl IV) sheet 7/8 - 8 cards - 2.5 x 3.5 in each

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Thorin, Mountain-king (3)(R)

Legendary Creature -- Dwarf Noble

Trample
When Thorin enters, attach any number of target Equipment you control to target creature you control. When one or more Equipment become attached to that creature this way, that creature deals damage equal to its power to up to one target creature.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twin Blades (2)(R)

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains double strike until end of turn.
Equipped creature gets +1/+1.
Equip {2} ({2}: 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

Zhao, the Moon Slayer (1)(R)

Legendary Creature -- Human Soldier

Menace
Nonbasic lands enter tapped.
{7}: Put a conqueror counter on Zhao.
As long as Zhao has a conqueror counter on him, nonbasic lands are Mountains. (They lose all other land types and abilities and have "{T}: Add {R}.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ofcurs - FreeForm (Chill Brawl IV) sheet 8/8 - 4 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.