

Akroan Crusader R Creature -- Human Soldier Heroic -- Whenever you cast a spell that targets this creature, create a 1/1 red Soldier creature token with haste. (It can attack and {T} as soon as it comes under your control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Akroan Crusader R Creature -- Human Soldier Heroic -- Whenever you cast a spell that targets this creature, create a 1/1 red Soldier creature token with haste. (It can attack and {T} as soon as it comes under your control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Akroan Crusader R Creature -- Human Soldier Heroic -- Whenever you cast a spell that targets this creature, create a 1/1 red Soldier creature token with haste. (It can attack and {T} as soon as it comes under your control.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alpine Meadow Snow Land -- Mountain Plains {T}: Add {R} or {W}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Battlefield Improvisation 1W Instant Target creature gets +2/+2 until end of turn. If that creature is attacking, you may attach any number of Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Improvisation 1W Instant Target creature gets +2/+2 until end of turn. If that creature is attacking, you may attach any number of Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Improvisation 1W Instant Target creature gets +2/+2 until end of turn. If that creature is attacking, you may attach any number of Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Improvisation 1W Instant Target creature gets +2/+2 until end of turn. If that creature is attacking, you may attach any number of Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beamtown Beatstick R Artifact -- Equipment Equipped creature gets +1/+0 and has menace. (It can't be blocked except by two or more creatures.) Whenever equipped creature deals combat damage to a player or battle, create a Treasure token. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beamtown Beatstick R Artifact -- Equipment Equipped creature gets +1/+0 and has menace. (It can't be blocked except by two or more creatures.) Whenever equipped creature deals combat damage to a player or battle, create a Treasure token. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazing Crescendo 1 R Instant Target creature gets +3/+1 until end of turn. Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazing Crescendo 1 R Instant Target creature gets +3/+1 until end of turn. Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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	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	Crumbling Vestige Land This land enters tapped. When this land enters, add one mana of any color. {T}: Add {C}. ({C} represents colorless mana.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crumbling Vestige Land This land enters tapped. When this land enters, add one mana of any color. {T}: Add {C}. ({C} represents colorless mana.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dueling Rapier (R) Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dueling Rapier (R) Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dueling Rapier (R) Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dueling Rapier (R) Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Gaveleer (R) Creature -- Goblin Warrior Trample This creature gets +2/+0 for each Equipment attached to it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Gaveleer (R) Creature -- Goblin Warrior Trample This creature gets +2/+0 for each Equipment attached to it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Gaveleer (R) Creature -- Goblin Warrior Trample This creature gets +2/+0 for each Equipment attached to it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Gaveleer (R) Creature -- Goblin Warrior Trample This creature gets +2/+0 for each Equipment attached to it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Golem-Skin Gauntlets (1) Artifact -- Equipment Equipped creature gets +1/+0 for each Equipment attached to it. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golem-Skin Gauntlets (1) Artifact -- Equipment Equipped creature gets +1/+0 for each Equipment attached to it. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golem-Skin Gauntlets (1) Artifact -- Equipment Equipped creature gets +1/+0 for each Equipment attached to it. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golem-Skin Gauntlets (1) Artifact -- Equipment Equipped creature gets +1/+0 for each Equipment attached to it. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MASPI91 - Pauper (Lega Antimeta Pauper (8° tappa))

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 4/10 - 8 cards - 2.5 x 3.5 in each

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	Mandibular KiteW 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 flying. Equip {3}{W} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mandibular KiteW 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 flying. Equip {3}{W} 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	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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Perilous Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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	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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Resolute Strike Instant Target creature gets +2/+2 until end of turn. If it's a Warrior, you may attach an Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Resolute Strike Instant Target creature gets +2/+2 until end of turn. If it's a Warrior, you may attach an Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

Target creature gets +2/+2 until end of turn. If it's a Warrior, you may attach an Equipment you control to it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

As long as this creature is equipped, it has first strike and lifelink. (It deals combat damage before creatures without first strike. Damage dealt by it also causes you to gain that much life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

As long as this creature is equipped, it has first strike and lifelink. (It deals combat damage before creatures without first strike. Damage dealt by it also causes you to gain that much life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

As long as this creature is equipped, it has first strike and lifelink. (It deals combat damage before creatures without first strike. Damage dealt by it also causes you to gain that much life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flash
Enchant creature
As this Aura enters, choose a color.
Enchanted creature has protection
from the chosen color. This effect
doesn't remove Auras and Equipment
you control that are already
attached to it.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flash
Enchant creature
As this Aura enters, choose a color.
Enchanted creature has protection
from the chosen color. This effect
doesn't remove Auras and Equipment
you control that are already
attached to it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

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[sidebar]
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

As an additional cost to cast this spell, sacrifice a creature. Fling deals damage equal to the sacrificed creature's power to any target.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Until end of turn, target creature gets +2/+2, gains flying, and becomes a Horror enchantment creature in addition to its other types.

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Until end of turn, target creature gets +2/+2, gains flying, and becomes a Horror enchantment creature in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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Choose one --
* You gain 4 life.
* Destroy target enchantment.
* Put a +1/+1 counter on target creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

```
Choose one --
* You gain 4 life.
* Destroy target enchantment.
* Put a +1/+1 counter on target creature.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Protection from black
{W}: Target creature gains
protection from black until end of
turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swift Justice Instant Until end of turn, target creature gets +1/+0 and gains first strike and lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swift Justice Instant Until end of turn, target creature gets +1/+0 and gains first strike and lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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