

<div><div>Atomic Microsizer</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0. Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn. Equip {2}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Basilisk Collar</div><div>Artifact -- Equipment</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blacksmith's Talent</div><div>Enchantment -- Class</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blacksmith's Talent</div><div>Enchantment -- Class</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Cryptic Coat (2)(U) Artifact -- Equipment <hr/> When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Dwalin, Weaponmaster (1)(R/W) Legendary Creature -- Dwarf Warrior <hr/> First strike Whenever Dwalin enters or attacks, put a hone counter on each Equipment you control. (Each hone counter on an Equipment grants +1/+0 to equipped creature.) <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Dwalin, Weaponmaster (1)(R/W) Legendary Creature -- Dwarf Warrior <hr/> First strike Whenever Dwalin enters or attacks, put a hone counter on each Equipment you control. (Each hone counter on an Equipment grants +1/+0 to equipped creature.) <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Dwarven Mauler (R) Creature -- Dwarf Warrior <hr/> Equip abilities you activate that target this creature cost {2} less to activate. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Dwarven Mauler (R) Creature -- Dwarf Warrior <hr/> Equip abilities you activate that target this creature cost {2} less to activate. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Dwarven Mauler (R) Creature -- Dwarf Warrior <hr/> Equip abilities you activate that target this creature cost {2} less to activate. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Dwarven Mauler (R) Creature -- Dwarf Warrior <hr/> Equip abilities you activate that target this creature cost {2} less to activate. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Ghost Vacuum (1) Artifact <hr/> {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Iron Man Armor</div><div>3</div></div> <div>Artifact -- Equipment</div> <div>When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+1 and has flying. {2}: If this Equipment isn't a creature, it becomes a 0/0 Construct Hero artifact creature with flying and "This creature gets +1/+1 for each artifact you control" until end of turn. Equip {2}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div><div></div></div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div><div></div></div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lady Octopus, Inspired Inventor</div><div>U</div></div> <div>Legendary Creature -- Human Scientist Villain</div> <div>Whenever you draw your first or second card each turn, put an ingenuity counter on Lady Octopus. {T}: You may cast an artifact spell from your hand with mana value less than or equal to the number of ingenuity counters on Lady Octopus without paying its mana cost.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Lavaspur Boots</div><div>1</div></div> <div>Artifact -- Equipment</div> <div>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}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lavaspur Boots</div><div>1</div></div> <div>Artifact -- Equipment</div> <div>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}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lavaspur Boots</div><div>1</div></div> <div>Artifact -- Equipment</div> <div>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}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Leyline Axe</div><div>4</div></div> <div>Artifact -- Equipment</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Leyline Axe 4</div> <div>Artifact -- Equipment</div> <div>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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Loki, God of Mischief 1U</div> <div>Legendary Creature -- God Sorcerer Villain</div> <div>Whenever a player or permanent becomes the target of an ability you control, draw a card. This ability triggers only once each turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Loki, God of Mischief 1U</div> <div>Legendary Creature -- God Sorcerer Villain</div> <div>Whenever a player or permanent becomes the target of an ability you control, draw a card. This ability triggers only once each turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lost Jitte 1</div> <div>Legendary Artifact -- Equipment</div> <div>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}</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Norman Osborn 1UBR</div> <div>Legendary Creature -- Human Scientist Villain</div> <div>Norman Osborn can't be blocked. Whenever Norman Osborn deals combat damage to a player, he connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) {1}{U}{B}{R}: Transform Norman Osborn. Activate only as a sorcery.</div> <div>1/1</div> <div>--- BACK FACE ---</div> <div>Green Goblin 1UBR</div> <div>Legendary Creature -- Goblin Human Villain</div> <div>Flying, menace Spells you cast from your graveyard cost {2} less to cast. Goblin Formula -- Each nonland card in your graveyard has mayhem. The mayhem cost is equal to its mana cost. (You may cast a card from your graveyard for its mayhem cost if you discarded it this turn. Timing rules still apply.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - hongboXu - Standard v3 Group 59B851 (Dwalin, Weaponmaster, Lavaspur Boots

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

Norman Osborn

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Legendary Creature -- Human Scientist Villain

Norman Osborn can't be blocked.
Whenever Norman Osborn deals combat damage to a player, he convives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)
{1}{U}{B}{R}: Transform Norman Osborn. Activate only as a sorcery.

1/1

-- BACK FACE --

Green Goblin

①

U

B

R

Legendary Creature -- Goblin Human Villain

Flying, menace
Spells you cast from your graveyard cost {2} less to cast.
Goblin Formula -- Each nonland card in your graveyard has mayhem. The mayhem cost is equal to its mana cost. (You may cast a card from your graveyard for its mayhem cost if you discarded it this turn. Timing rules still apply.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Whenever Norman Osborn deals combat damage to a player, he convives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)
{1}{U}{B}{R}: Transform Norman Osborn. Activate only as a sorcery.

1/1

-- BACK FACE --

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Spells you cast from your graveyard cost {2} less to cast.
Goblin Formula -- Each nonland card in your graveyard has mayhem. The mayhem cost is equal to its mana cost. (You may cast a card from your graveyard for its mayhem cost if you discarded it this turn. Timing rules still apply.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Restless Spire

Land

This land enters tapped.
{T}: Add {U} or {R}.
{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike."
It's still a land.
Whenever this land attacks, scry 1.

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Samurai's Katana

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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 PLAYbotbox.dev

Samurai's Katana

②

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Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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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Secluded Starforge

Land

{T}: Add {C}.
{2}, {T}, Tap X untapped artifacts you control: Target creature gets +X/+0 until end of turn. Activate only as a sorcery.
{5}, {T}: Create a 2/2 colorless Robot artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

<div><div>Soulstone Sanctuary</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Stormcarved Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Irencrag ②</div> <div>Legendary Artifact</div> <div>{T}: Add {C}. Whenever a legendary creature you control enters, you may have The Irencrag become a legendary Equipment artifact named Everflame, Heroes' Legacy. If you do, it gains equip {3} and "Equipped creature gets +3/+3" and loses all other abilities.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Lonely Mountain</div> <div>Land -- Mountain</div> <div>(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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Lonely Mountain</div> <div>Land -- Mountain</div> <div>(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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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3 R

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

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U

Spree (Choose one or more additional costs.)

- + {1}{U} -- Counter target spell.
- + {3} -- Create a token that's a copy of target artifact or creature you control.
- + {2} -- Draw two cards, then discard a card.

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{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a Villain spell or to activate an ability of a Villain source.

{3}, {T}: Target Villain you control connives. Activate only as a sorcery. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

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{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a Villain spell or to activate an ability of a Villain source.
{3}, {T}: Target Villain you control connives. Activate only as a sorcery. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

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2 B/R

When Bullseye enters, you may sacrifice an artifact or discard a nonland card. When you do, Bullseye deals 2 damage to any target.

{3}, {T}, Sacrifice an artifact or discard a nonland card: Bullseye deals 2 damage to any target.

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell with mana value 4 or greater.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target spell with mana value 4 or greater.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Choose one --

- * Fulminous Forte deals 1 damage to each creature and planeswalker your opponents control.
- * Fulminous Forte deals 5 damage to target creature or planeswalker.

[sideboard]

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<div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Price of Freedom (1)(R)</div><div>Sorcery -- Lesson</div><div>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Quantum Riddler (3)(U)(U)</div><div>Creature -- Sphinx</div><div>Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U}</div><div>[sideboard]</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Pierce (U)</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The Ooze (2)</div><div>Legendary Artifact</div><div>Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Torch the Tower</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Torch the Tower</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Watery Grasp</div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature doesn't untap during its controller's untap step.</p> <p>Waterbend {5}: Enchanted creature's owner shuffles it into their library. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	