Adelbert Steiner {1}{W}

Legendary Creature -- Human Knight

Lifelink
Adelbert Steiner gets +1/+1 for each Equipment you control.

2/1

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

Beatrix, Loyal General {4}{W}{W}

Legendary Creature -- Human Soldier

Vigilance (Attacking doesn't cause this creature to tap.)
At the beginning of combat on your turn, you may attach any number of Equipment you control to target creature you control.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloudbound Moogle {3}{W}{W}

Creature -- Moogle

Flying
When this creature enters, put a +1/+1 counter on target creature.
Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloudbound Moogle {3}{W}{W}

Creature -- Moogle

Flying
When this creature enters, put a +1/+1 counter on target creature.
Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloud, Planet's Champion {3}{R}{W}

Legendary Creature -- Human Soldier Mercenary

During your turn, as long as Cloud is equipped, it has double strike and indestructible. (This creature deals both first-strike and regular combat damage. Damage and effects that say "destroy" don't destroy this creature.)
Equip abilities you activate that target Cloud cost {2} less to activate.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coeurl {1}{W}

Creature -- Cat Beast

{1}{W}, {T}: Tap target nonenchantment creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coeurl {1}{W}

Creature -- Cat Beast

{1}{W}, {T}: Tap target nonenchantment creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - VeteranSpartan - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles 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.

Dragoon's Lance {1}{W}

Artifact -- Equipment

Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)
Equipped creature gets +1/+0 and is a Knight in addition to its other types.
During your turn, equipped creature has flying.
Gae Bolg -- Equip {4}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Castle Guard {1}{W}

Creature -- Dwarf Soldier

When this creature dies, create a 1/1 colorless Hero creature token.

2/1

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2/1

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When this creature dies, create a 1/1 colorless Hero creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fate of the Sun-Cryst {4}{W}

Instant

This spell costs {2} less to cast if it targets a tapped creature.
Destroy target nonland permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fate of the Sun-Cryst {4}{W}

Instant

This spell costs {2} less to cast if it targets a tapped creature.
Destroy target nonland permanent.

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

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G'raha Tia {4}{W}

Legendary Creature -- Cat Archer

Reach
The Allagan Eye -- Whenever one or more other creatures and/or artifacts you control die, draw a card. This ability triggers only once each turn.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Item Shopkeep {1}{R}

Creature -- Human Citizen

Whenever you attack, target attacking equipped creature gains menace until end of turn. (It can't be blocked except by two or more creatures.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Citizen

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Judgment Bolt {3}{R}

Instant

Judgment Bolt deals 5 damage to target creature and X damage to that creature's controller, where X is the number of Equipment you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning, Security Sergeant {2}{R}

Legendary Creature -- Human Soldier

Menace (This creature can't be blocked except by two or more creatures.)
Whenever Lightning deals combat damage to a player, exile the top card of your library. You may play that card for as long as you control Lightning.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - VeteranSpartan - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles sheet 3/8 - 8 cards - 2.5 x 3.5 in each

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

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({T}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rabanastre, Royal City

Land -- Town

This land enters tapped.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rabanastre, Royal City

Land -- Town

This land enters tapped.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rabanastre, Royal City

Land -- Town

This land enters tapped.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rosa, Resolute White Mage {3}{W}

Legendary Creature -- Human Noble Cleric

Reach (This creature can block creatures with flying.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. It gains lifelink until end of turn. (Damage dealt by the creature also causes you to gain that much life.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - VeteranSpartan - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles sheet 6/8 - 8 cards - 2.5 x 3.5 in each

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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

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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}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slash of Light {1}{W}

Instant

Slash of Light deals damage equal to the number of creatures you control plus the number of Equipment you control to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Slash of Light deals damage equal to the number of creatures you control plus the number of Equipment you control to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suplex {1}{R}

Sorcery

Choose one --
* Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead.
* Exile target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Crystal's Chosen {5}{W}{W}

Sorcery

Create four 1/1 colorless Hero creature tokens. Then put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultima Weapon {7}

Legendary Artifact -- Equipment

Whenever equipped creature attacks, destroy target creature an opponent controls.
Equipped creature gets +7/+7.
Equip {7}

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.)

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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

White Auracite {2}{W}{W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Auracite {2}{W}{W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Mage's Staff {1}{W}

Artifact -- Equipment

Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)
Equipped creature gets +1/+1, has "Whenever this creature attacks, you gain 1 life," and is a Cleric in addition to its other types.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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