

Cloud, Midgar Mercenary Legendary Creature -- Human Soldier Mercenary When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle. As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloud, Midgar Mercenary Legendary Creature -- Human Soldier Mercenary When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle. As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloud, Midgar Mercenary Legendary Creature -- Human Soldier Mercenary When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle. As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloud, Midgar Mercenary Legendary Creature -- Human Soldier Mercenary When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle. As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Colossus Hammer Artifact -- Equipment Equipped creature gets +10/+10 and loses flying. Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.) 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colossus Hammer Artifact -- Equipment Equipped creature gets +10/+10 and loses flying. Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.) 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colossus Hammer Artifact -- Equipment Equipped creature gets +10/+10 and loses flying. Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.) 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colossus Hammer Artifact -- Equipment Equipped creature gets +10/+10 and loses flying. Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.) 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gingerbrute Artifact Creature -- Food Golem Haste (This creature can attack and {T} as soon as it comes under your control.) {1}: This creature can't be blocked this turn except by creatures with haste. {2}, {T}, Sacrifice this creature: You gain 3 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kemba, Kha Enduring Legendary Creature -- Cat Cleric Whenever Kemba or another Cat you control enters, attach up to one target Equipment you control to that creature. Equipped creatures you control get +1/+1. {3}{W}{W}: Create a 2/2 white Cat creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Whenever Kemba or another Cat you control enters, attach up to one target Equipment you control to that creature.

{3}{W}{W}: Create a 2/2 white Cat creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{3}{W}{W}: Create a 2/2 white Cat creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

If this card is in your opening hand, you may begin the game with it on the battlefield.

Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

If this card is in your opening hand, you may begin the game with it on the battlefield.

Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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If this card is in your opening hand, you may begin the game with it on the battlefield.

Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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⑨

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{W\}.)$$

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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	Rebel Salvo Instant Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.) Rebel Salvo deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains (T): Add (R) or (W).) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sacred Foundry Land -- Mountain Plains (T): Add (R) or (W).) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains (T): Add (R) or (W).) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains (T): Add (R) or (W).) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. (T): Add (W) or (U). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

W

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stolen Uniform Instant Choose target creature you control and target Equipment. Gain control of that Equipment until end of turn. Attach it to the chosen creature. When you lose control of that Equipment this turn, if it's attached to a creature you control, unattach it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stolen Uniform Instant Choose target creature you control and target Equipment. Gain control of that Equipment until end of turn. Attach it to the chosen creature. When you lose control of that Equipment this turn, if it's attached to a creature you control, unattach it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tersa Lightshatter (2)(R) Legendary Creature -- Orc Wizard Haste When Tersa Lightshatter enters, discard up to two cards, then draw that many cards. Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tetsuko Umezawa, Fugitive (1)(U) Legendary Creature -- Human Rogue Creatures you control with power or toughness 1 or less can't be blocked. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tezzeret, Cruel Captain (3) Legendary Planeswalker -- Tezzeret Whenever an artifact you control enters, put a loyalty counter on Tezzeret. [0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it. [-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle. [-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tezzeret, Cruel Captain (3) Legendary Planeswalker -- Tezzeret Whenever an artifact you control enters, put a loyalty counter on Tezzeret. [0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it. [-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle. [-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fragmentize (W) Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] 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.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory 1 W Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory 1 W Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	