Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dáin's Company (R)(W)

Creature -- Dwarf Warrior

This creature has lifelink as long as you control another Dwarf.
When this creature enters, look at the top four cards of your library. You may reveal a Dwarf or Equipment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonfire Blade (1)

Artifact -- Equipment

Equipped creature gets +2/+2 and has hexproof from monocolored.
Equip {4}. This ability costs {1} less to activate for each color of the creature it targets.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - scipios - Standard v3 Group E999B4 (Raubahn, Bull of Ala Mhigo, Dwalin, W sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Equip {4}. This ability costs {1} less to activate for each color of the creature it targets.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwalin, Weaponmaster {1}{R/W}

Legendary Creature -- Dwarf Warrior

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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Dwarf Warrior

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.)

2/1

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

Dwarven Mauler {R}

Creature -- Dwarf Warrior

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

2/1

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Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Hills Blacksmith {1}{W}

Creature -- Dwarf Artificer

Double strike
When this creature enters, create a colorless Equipment artifact token named Axe with "Equipped creature gets +1/+0" and equip {2}.

1/1

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Kíli the Resourceful {1}{W}

Legendary Creature -- Dwarf Scout

Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
As long as you have an enduring story, you may pay {0} rather than pay the equip cost of the first equip ability you activate each turn.
Whenever another Dwarf or Equipment you control enters, draw a card. This ability triggers only once each turn.

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lavaspur Boots {1}

Artifact -- Equipment

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}

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Leyline Axe 4

Artifact -- Equipment

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raubahn, Bull of Ala Mhigo 1R

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

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

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{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Playtest cards - scipios - Standard v3 Group E999B4 (Raubahn, Bull of Ala Mhigo, Dwalin, W sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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3/4

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.

1/3

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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.

1/3

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}

[sideboard]

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Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn's Truce {1}{W}

Instant

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)
You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn.

[sideboard]

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Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Acolyte {1}{W}

Creature -- Dwarf Warlock

Lifelink
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

[sideboard]

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