

Basilisk Collar

①

Artifact -- Equipment

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basilisk Collar

①

Artifact -- Equipment

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dáin's Company

Ⓡ Ⓢ

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

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

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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doc Ock's Tentacles 1 Artifact -- Equipment Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it. Equipped creature gets +4/+4. Equip {5} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doc Ock's Tentacles 1 Artifact -- Equipment Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it. Equipped creature gets +4/+4. Equip {5} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doc Ock's Tentacles 1 Artifact -- Equipment Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it. Equipped creature gets +4/+4. Equip {5} 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	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	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	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

① R/W

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

① R/W

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

®

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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	Iron Hills Blacksmith 1W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iron Hills Blacksmith 1W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Iron Hills Blacksmith 1W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kíli the Resourceful 1W Legendary Creature -- Dwarf Scout Storyed (If you control three or more artifacts, legends, 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kíli the Resourceful 1W Legendary Creature -- Dwarf Scout Storyed (If you control three or more artifacts, legends, 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kíli the Resourceful 1W Legendary Creature -- Dwarf Scout Storyed (If you control three or more artifacts, legends, 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Storyed (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)

Whenever another Dwarf or Equipment you control enters, draw a card. This ability triggers only once each turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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}

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.

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.)

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.

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.)

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.

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.)

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.

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 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	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 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	Sunbillion Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbillion Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunbillion Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thorin, Mountain-king ③④ 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	Thorin, Mountain-king ③④ 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	Thorin, Mountain-king ③④ 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
Chainsaw ①④ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chainsaw ①④ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn's Truce ①⑤ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn's Truce ①⑤ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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.")

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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

[sideboard]

2/2

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