

① B B

Destroy target creature.

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2 B

When this Equipment enters, target opponent sacrifices a creature of their choice.
Equipped creature gets +2/+1.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

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② ② R

When Dáin enters, create a colorless Equipment artifact token named Axe with "Equipped creature gets +1/+0" and equip {2}. When you do, attach it to target creature you control. Whenever Dáin attacks, each equipped attacking creature gains double strike until end of turn.

1/4

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① ②

Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.

2/2

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Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.

2/2

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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

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① B/R

When this Equipment enters, amass Goblins 1, then attach this Equipment to the amassed Army. (To amass Goblins 1, put a +1/+1 counter on an Army you control. It's also a Goblin. If you don't control an Army, create a 0/0 black Goblin Army creature token first.) Equipped creature gets +1/+0 and has menace.

Equip {4}

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① (B/R)

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Equip {4}

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This land enters tapped.
{T}: Add {B} or {R}.
{2}{B}{R}, {T}, Sacrifice this land:
Put two +1/+1 counters on target
Goblin or Orc you control. Activate
only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.
{T}: Add {B} or {R}.
{2}{B}{R}, {T}, Sacrifice this land:
Put two +1/+1 counters on target
Goblin or Orc you control. Activate
only as a sorcery.

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③ ④

When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.

4/2

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④ R

Whenever you attack, amass Goblins
2. (Put two +1/+1 counters on an
Army you control. It's also a
Goblin. If you don't control an
Army, create a 0/0 black Goblin Army
creature token first.)

4/4

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2. (Put two +1/+1 counters on an
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4/4

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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nighthowl Pursuer Creature -- Wolf Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nighthowl Pursuer Creature -- Wolf Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ravening Warg Creature -- Wolf Deathtouch Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, you gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ravening Warg 1B Creature -- Wolf Deathtouch Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, you gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravening Warg 1B Creature -- Wolf Deathtouch Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, you gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Swamp

Basic Land -- Swamp

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

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Swamp

Basic Land -- Swamp

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

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The Black Arrow

③

Legendary Artifact -- Equipment

Flash
When The Black Arrow enters, it deals 1 damage to any target. If a Dragon is dealt damage this way, destroy it.
Equipped creature gets +1/+1 and has reach.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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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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Thrór's Map

②

Legendary Artifact

When Thrór's Map enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.

{2}, {T}: Draw a card, then discard a card.

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Well-Worn Spatula

①

Artifact -- Equipment

When this Equipment enters, you gain 2 life.
Equipped creature gets +1/+1.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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Well-Worn Spatula

①

Artifact -- Equipment

When this Equipment enters, you gain 2 life.
Equipped creature gets +1/+1.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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Well-Worn Spatula

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