

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. 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 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 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 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} 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doc Ock's Tentacles 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} 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doc Ock's Tentacles 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} 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

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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.

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Equipped creature gets +2/+2 and has hexproof from monocolored.

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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

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 (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

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 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	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. 1/2 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}. 1/2 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}. 1/2 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}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kíli the Resourceful (1)(W) Legendary Creature -- Dwarf Scout Storied (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 (1)(W) Legendary Creature -- Dwarf Scout Storied (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

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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

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

1/2

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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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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.)

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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

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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 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	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 ①② 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 ①② 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 ①② 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	Skateboard ① Artifact -- Equipment When this Equipment enters, tap target permanent. Equipped creature gets +1/+0 and has haste. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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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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Land - - Mountain

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 This land enters tapped unless you control an Equipment.
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 {4}{R}, {T}: Create a 2/2 red Dwarf
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 Equipment you control. Activate only
 as a sorcery.

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	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	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	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
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.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bofur, Reliable Guardian (W) Legendary Creature -- Dwarf Scout Lifelink [sideboard] 1/1 ----- ADVENTURE ----- Concerted Care (1)(W) Instant -- Adventure Target artifact or creature you control gains hexproof and indestructible until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bofur, Reliable Guardian (W) Legendary Creature -- Dwarf Scout Lifelink [sideboard] 1/1 ----- ADVENTURE ----- Concerted Care (1)(W) Instant -- Adventure Target artifact or creature you control gains hexproof and indestructible until end of turn. (Then exile this card. You may cast the creature later from exile.) 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erode W Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erode W Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [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] 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] 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	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	Sunspine Lynx 2 R R Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunspine Lynx 2 R R Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Queen of Dale 1 W Legendary Creature -- Human Noble Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Queen of Dale 1 W Legendary Creature -- Human Noble Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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