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| <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                          | <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                          | <div>Dáin's Company</div> <div>Creature -- Dwarf Warrior</div> <div>This creature has lifelink as long as you control another Dwarf.<br/>When this creature enters, look at the top four cards of your library.<br/>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Dáin's Company</div> <div>Creature -- Dwarf Warrior</div> <div>This creature has lifelink as long as you control another Dwarf.<br/>When this creature enters, look at the top four cards of your library.<br/>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Dáin's Company</div> <div>Creature -- Dwarf Warrior</div> <div>This creature has lifelink as long as you control another Dwarf.<br/>When this creature enters, look at the top four cards of your library.<br/>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Dáin's Company</div> <div>Creature -- Dwarf Warrior</div> <div>This creature has lifelink as long as you control another Dwarf.<br/>When this creature enters, look at the top four cards of your library.<br/>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Doc Ock's Tentacles</div> <div>Artifact -- Equipment</div> <div>Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it.<br/>Equipped creature gets +4/+4.<br/>Equip {5}</div> <div>1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                          | <div>Doc Ock's Tentacles</div> <div>Artifact -- Equipment</div> <div>Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it.<br/>Equipped creature gets +4/+4.<br/>Equip {5}</div> <div>1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                          |

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| <div><div><div>Doc Ock's Tentacles</div><div>1</div></div><div>Artifact -- Equipment</div><div>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}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div><div>Dragonfire Blade</div><div>1</div></div><div>Artifact -- Equipment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Dragonfire Blade</div><div>1</div></div><div>Artifact -- Equipment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Dragonfire Blade</div><div>1</div></div><div>Artifact -- Equipment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Dragonfire Blade</div><div>1</div></div><div>Artifact -- Equipment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dwalin, Weaponmaster</div><div>1R/W</div></div><div>Legendary Creature -- Dwarf Warrior</div><div>First strike<br/>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.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dwalin, Weaponmaster</div><div>1R/W</div></div><div>Legendary Creature -- Dwarf Warrior</div><div>First strike<br/>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.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dwarven Mauler</div><div>R</div></div><div>Creature -- Dwarf Warrior</div><div>Equip abilities you activate that target this creature cost {2} less to activate.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             |

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| <b>Dwarven Mauler</b> <span>(R)</span><br>Creature -- Dwarf Warrior<br>Equip abilities you activate that target this creature cost {2} less to activate.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                        | <b>Dwarven Mauler</b> <span>(R)</span><br>Creature -- Dwarf Warrior<br>Equip abilities you activate that target this creature cost {2} less to activate.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dwarven Mauler</b> <span>(R)</span><br>Creature -- Dwarf Warrior<br>Equip abilities you activate that target this creature cost {2} less to activate.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Giott, King of the Dwarves</b> <span>(R)(W)</span><br>Legendary Creature -- Dwarf Noble<br>Double strike<br>Whenever Giott or another Dwarf you control enters and whenever an Equipment you control enters, you may discard a card. If you do, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Giott, King of the Dwarves</b> <span>(R)(W)</span><br>Legendary Creature -- Dwarf Noble<br>Double strike<br>Whenever Giott or another Dwarf you control enters and whenever an Equipment you control enters, you may discard a card. If you do, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Inspiring Vantage</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {W}.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                            | <b>Inspiring Vantage</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {W}.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                            | <b>Inspiring Vantage</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {W}.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                   |

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| <div>Inspiring Vantage</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {R} or {W}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                       | <div>Kíli the Resourceful 1W</div> <div>Legendary Creature -- Dwarf Scout</div> <div> <p>Storyed (If you control three or more artifacts, legends, and/or Sagas, you have an enduring story for the rest of the game.)</p> <p>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.</p> <p>Whenever another Dwarf or Equipment you control enters, draw a card. This ability triggers only once each turn.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Kíli the Resourceful 1W</div> <div>Legendary Creature -- Dwarf Scout</div> <div> <p>Storyed (If you control three or more artifacts, legends, and/or Sagas, you have an enduring story for the rest of the game.)</p> <p>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.</p> <p>Whenever another Dwarf or Equipment you control enters, draw a card. This ability triggers only once each turn.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Kíli the Resourceful 1W</div> <div>Legendary Creature -- Dwarf Scout</div> <div> <p>Storyed (If you control three or more artifacts, legends, and/or Sagas, you have an enduring story for the rest of the game.)</p> <p>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.</p> <p>Whenever another Dwarf or Equipment you control enters, draw a card. This ability triggers only once each turn.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Kíli the Resourceful 1W</div> <div>Legendary Creature -- Dwarf Scout</div> <div> <p>Storyed (If you control three or more artifacts, legends, and/or Sagas, you have an enduring story for the rest of the game.)</p> <p>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.</p> <p>Whenever another Dwarf or Equipment you control enters, draw a card. This ability triggers only once each turn.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Lavaspur Boots 1</div> <div>Artifact -- Equipment</div> <div> <p>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}.)</p> <p>Equip {1}</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                         | <div>Lavaspur Boots 1</div> <div>Artifact -- Equipment</div> <div> <p>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}.)</p> <p>Equip {1}</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                         | <div>Lavaspur Boots 1</div> <div>Artifact -- Equipment</div> <div> <p>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}.)</p> <p>Equip {1}</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                         |

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| <div>Lavaspur Boots1</div> <div>Artifact -- Equipment</div> <div>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}.)<br/>Equip {1}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div>Leyline Axe4</div> <div>Artifact -- Equipment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline Axe4</div> <div>Artifact -- Equipment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline Axe4</div> <div>Artifact -- Equipment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Leyline Axe4</div> <div>Artifact -- Equipment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Multiversal Passage</div> <div>Land</div> <div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.<br/>This land is the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                          | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                          |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 | <div>Raubahn, Bull of Ala Mhigo 1R</div> <div>Legendary Creature -- Human Warrior</div> <div>Ward--Pay life equal to Raubahn's power.<br/>Whenever Raubahn attacks, attach up to one target Equipment you control to target attacking creature.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Raubahn, Bull of Ala Mhigo 1R</div> <div>Legendary Creature -- Human Warrior</div> <div>Ward--Pay life equal to Raubahn's power.<br/>Whenever Raubahn attacks, attach up to one target Equipment you control to target attacking creature.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           |

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| <div><div>Sunbillion Verge</div><div>Land</div><div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                         | <div><div>Sunbillion Verge</div><div>Land</div><div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                         | <div><div>Sunbillion Verge</div><div>Land</div><div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                         | <div><div>Sunbillion Verge</div><div>Land</div><div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                         |
| <div><div>The Lonely Mountain</div><div>Land -- Mountain</div><div><div><div><div>{T}: Add {R}.)</div><div>This land enters tapped unless you control an Equipment.</div><div>{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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>The Lonely Mountain</div><div>Land -- Mountain</div><div><div><div><div>{T}: Add {R}.)</div><div>This land enters tapped unless you control an Equipment.</div><div>{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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>The Lonely Mountain</div><div>Land -- Mountain</div><div><div><div><div>{T}: Add {R}.)</div><div>This land enters tapped unless you control an Equipment.</div><div>{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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>The Lonely Mountain</div><div>Land -- Mountain</div><div><div><div><div>{T}: Add {R}.)</div><div>This land enters tapped unless you control an Equipment.</div><div>{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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <b>Thorin, Mountain-king</b> <span>3</span> <span>R</span> </div> <div>           Legendary Creature -- Dwarf Noble         </div> <div> <p>Trample</p> <p>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.</p> </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                 | <div> <b>Thorin, Mountain-king</b> <span>3</span> <span>R</span> </div> <div>           Legendary Creature -- Dwarf Noble         </div> <div> <p>Trample</p> <p>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.</p> </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Thorin, Mountain-king</b> <span>3</span> <span>R</span> </div> <div>           Legendary Creature -- Dwarf Noble         </div> <div> <p>Trample</p> <p>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.</p> </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Thorin, Mountain-king</b> <span>3</span> <span>R</span> </div> <div>           Legendary Creature -- Dwarf Noble         </div> <div> <p>Trample</p> <p>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.</p> </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>         |
| <div> <b>Basilisk Collar</b> <span>1</span> </div> <div>           Artifact -- Equipment         </div> <div> <p>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.)</p> <p>Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Bofur, Reliable Guardian</b> <span>1</span> <span>W</span> </div> <div>           Legendary Creature -- Dwarf Scout         </div> <div> <p>Lifelink</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                         | <div> <b>Bofur, Reliable Guardian</b> <span>1</span> <span>W</span> </div> <div>           Legendary Creature -- Dwarf Scout         </div> <div> <p>Lifelink</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                         | <div> <b>Chainsaw</b> <span>1</span> <span>R</span> </div> <div>           Artifact -- Equipment         </div> <div> <p>When this Equipment enters, it deals 3 damage to up to one target creature.</p> <p>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.</p> <p>Equip {3}</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div> <div>Chainsaw</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact -- Equipment</div> <div> <p>When this Equipment enters, it deals 3 damage to up to one target creature.</p> <p>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.</p> <p>Equip {3}</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                       | <div> <div>Chainsaw</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact -- Equipment</div> <div> <p>When this Equipment enters, it deals 3 damage to up to one target creature.</p> <p>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.</p> <p>Equip {3}</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Erode</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>             | <div> <div>Erode</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>    |
| <div> <div>Fíli the Pathfinder</div> <div> <div>3</div> <div>W</div> </div> </div> <div>Legendary Creature -- Dwarf Scout</div> <div> <p>Storyed (If you control three or more artifacts, legends, and/or Sagas, you have an enduring story for the rest of the game.)</p> <p>As long as you have an enduring story, creatures you control get +1/+1.</p> <p>Whenever Fíli or another nontoken Dwarf you control enters, create a 2/2 red Dwarf creature token.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                             | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Shattered Acolyte</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Dwarf Warlock</div> <div> <p>Lifelink</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div><b>Shattered Acolyte</b></div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Dwarf Warlock</div><div>Lifelink<br/>{1}, Sacrifice this creature:<br/>Destroy target artifact or<br/>enchantment.<br/><br/>[sideboard]</div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div><b>The Queen of Dale</b></div><div><div>1</div><div>W</div></div></div><div><div>Legendary Creature -- Human Noble</div><div>Whenever an opponent casts their<br/>first noncreature spell each turn,<br/>you recruit. (Draw a card, then<br/>discard a card. If you discarded a<br/>nonland card, create a 1/1 white<br/>Human Soldier creature token.)<br/><br/>[sideboard]</div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div><b>The Queen of Dale</b></div><div><div>1</div><div>W</div></div></div><div><div>Legendary Creature -- Human Noble</div><div>Whenever an opponent casts their<br/>first noncreature spell each turn,<br/>you recruit. (Draw a card, then<br/>discard a card. If you discarded a<br/>nonland card, create a 1/1 white<br/>Human Soldier creature token.)<br/><br/>[sideboard]</div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |  |
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