

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 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
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Equip {5}

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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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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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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.)

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

2/1

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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	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	Giott, King of the Dwarves (R)(W) Legendary Creature -- Dwarf Noble Double strike 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Giott, King of the Dwarves (R)(W) Legendary Creature -- Dwarf Noble Double strike 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. 1/1 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}. 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

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 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
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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} 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 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 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 PLAY botbox.dev
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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
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

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

Land

{T}: Add {W}.
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Sunbillow Verge

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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.

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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Bofur, Reliable Guardian (W) Legendary Creature -- Dwarf Scout Lifelink [sideboard] 1/1 --- ADVENTURE --- Concerted Care (1W) 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 (1R) 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 (1R) 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 (1W) 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 (1W) 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 (1W) 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	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. [sideboard] 1/3 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. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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