Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Den

Artifact Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

An Unexpected Party {2}{W}{W}

Enchantment

As this enchantment enters, choose a creature type.
Creatures you control of the chosen type get +2/+2.

- - - ADVENTURE - - -

At the Door {X}{2}{W}

Sorcery -- Adventure

Create X 2/2 red Dwarf creature tokens. (Then exile this card. You may cast the enchantment later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aviary Mechanic {1}{W}

Creature -- Dwarf Artificer

When this creature enters, you may return another permanent you control to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Axgard Cavalry {1}{R}

Creature -- Dwarf Berserker

{T}: Target creature gains haste until end of turn. (It can attack and {T} this turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balin, Loremaster {3}{R}{R}

Legendary Creature -- Dwarf Bard

Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
Whenever Balin or another Dwarf you control enters, you may discard your hand. Draw X cards, where X is the number of cards discarded this way. If you have an enduring story, Balin deals X damage to each opponent.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bifur, Melodic Rider {4}{R/W}{R/W}

Legendary Creature -- Dwarf Bard

Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
Whenever Bifur enters or attacks, put a +1/+1 counter on target creature.
As long as you have an enduring story, if a triggered ability of a Dwarf you control triggers, that ability triggers an additional time.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Blazing Firesinger {2}{R}

Creature -- Dwarf Bard

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

2/3

- - - OTHER FACE - - -

Seething Song {2}{R}

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bofur, Reliable Guardian {W}

Legendary Creature -- Dwarf Scout

Lifelink

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

Bombur, Gentle Dreamer {2}{R}

Legendary Creature -- Dwarf Bard

Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
Bombur doesn't untap during your untap step unless you have an enduring story.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Charm {R}{W}

Instant

Choose one --
* Boros Charm deals 4 damage to target player or planeswalker.
* Permanents you control gain indestructible until end of turn.
* Target creature gains double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buried Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Return target artifact card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning {R}

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clifftop Retreat

Land

This land enters tapped unless you control a Mountain or a Plains.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coldsteel Heart {2}

Snow Artifact

This artifact enters tapped.
As this artifact enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dáin, Lord of the Iron Hills {1}{W}

Legendary Creature -- Dwarf Noble

Vigilance
Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
As long as you have an enduring story, creatures can't attack you unless their controller pays {1} for each of those creatures.

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

Darksteel Citadel

Artifact Land

Indestructible
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Depala, Pilot Exemplar {1}{R}{W}

Legendary Creature -- Dwarf Pilot

Other Dwarves you control get +1/+1. Each Vehicle you control gets +1/+1 as long as it's a creature.
Whenever Depala becomes tapped, you may pay {X}. If you do, reveal the top X cards of your library, put all Dwarf and Vehicle cards from among them into your hand, then put the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diamond Pick-Axe {R}

Artifact -- Equipment

Indestructible (Effects that say "destroy" don't destroy this Equipment.)
Equipped creature gets +1/+1 and has "Whenever this creature attacks, create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dori, Bearer of Friends {2}{R}

Legendary Creature -- Dwarf Warrior

Trample
When Dori enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/2

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

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Dwarven Castle Guard {1}{W}

Creature -- Dwarf Soldier

When this creature dies, create a 1/1 colorless Hero creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Mattock {2}

Artifact -- Equipment

When this Equipment enters, attach it to target Dwarf you control.
Equipped creature gets +2/+2 and has ward {1}. (Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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 Mine

Land -- Mountain

({T}: Add {R}.)
This land enters tapped unless you control three or more other Mountains.
When this land enters untapped, create a 1/1 red Dwarf creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Provisioner {1}{W}

Creature -- Dwarf Citizen

{3}{W}: Creatures you control get +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embercleave {4}{R}{R}

Legendary Artifact -- Equipment

Flash
This spell costs {1} less to cast for each attacking creature you control.
When Embercleave enters, attach it to target creature you control.
Equipped creature gets +1/+1 and has double strike and trample.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise {1}{W}

Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fearless Liberator {1}{R}

Creature -- Dwarf Berserker

Boast -- {2}{R}: Create a 2/1 red Dwarf Berserker creature token. (Activate only if this creature attacked this turn and only once each turn.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - LeooMz - Commander (MAGICPALOOZA Primaveral) sheet 4/13 - 8 cards - 2.5 x 3.5 in each

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Fiery Annihilation {2}{R}

Instant

Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fíli and Kíli, Joyous {2}{R}

Legendary Creature -- Dwarf Bard

Haste
{T}: Add {R}{R}. Spend this mana only to cast Dwarf, Equipment, and Saga spells.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fíli the Pathfinder {3}{W}

Legendary Creature -- Dwarf Scout

Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
As long as you have an enduring story, creatures you control get +1/+1.
Whenever Fíli or another nontoken Dwarf you control enters, create a 2/2 red Dwarf creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Furycalm Snarl

Land

As this land enters, you may reveal a Mountain or Plains card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost {1}{W}

Instant

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gimli, Counter of Kills {3}{R}

Legendary Creature -- Dwarf Warrior

Trample
Whenever a creature an opponent controls dies, Gimli deals 1 damage to that creature's controller.

4/3

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

Glóin, Dwarf Emissary {2}{R}

Legendary Creature -- Dwarf Advisor

Whenever you cast a historic spell, create a Treasure token. This ability triggers only once each turn. (Artifacts, legendaries, and Sagas are historic.)
{T}, Sacrifice a Treasure: Goad target creature. (Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Glóin the Mighty {3}{R}

Legendary Creature -- Dwarf Warrior

At the beginning of your first main phase, add {R}{R}.

4/3

- - - ADVENTURE - - -

Easy Pickings {2}{R}

Sorcery -- Adventure

Easy Pickings deals 1 damage to each creature your opponents control. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldvein Pick {2}

Artifact -- Equipment

Equipped creature gets +1/+1.
Whenever equipped creature deals combat damage to a player, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Furnace

Artifact Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herald's Horn {3}

Artifact

As this artifact enters, choose a creature type.
Creature spells you cast of the chosen type cost {1} less to cast.
At the beginning of your upkeep, look at the top card of your library. If it's a creature card of the chosen type, you may reveal it and put it into your hand.

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 {1}{W}

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 Stalwart {4}{R}

Creature -- Dwarf Warrior

Reach, trample
When this creature enters, attach target Equipment you control to up to one target creature you control.

4/5

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, legendaries, 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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Lightning Greaves {2}

Artifact -- Equipment

Equipped creature has haste and shroud. (It can't be the target of spells or abilities.)
Equip {0}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magda, Brazen Outlaw {1}{R}

Legendary Creature -- Dwarf Berserker

Other Dwarves you control get +1/+0.
Whenever a Dwarf you control becomes tapped, create a Treasure token.
Sacrifice five Treasures: Search your library for an artifact or Dragon card, put that card onto the battlefield, then shuffle.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Minas Tirith

Legendary Land

Minas Tirith enters tapped unless you control a legendary creature.
{T}: Add {W}.
{1}{W}, {T}: Draw a card. Activate only if you attacked with two or more creatures this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Stone {2}

Artifact

{T}: Add {C}.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mjölnir, Hammer of Thor {3}{R}

Legendary Artifact -- Equipment

When Mjölnir enters, it deals 4 damage to up to one target creature. Double all damage equipped creature would deal.
Equip worthy {1} (A creature is worthy if it's a legendary non-Villain that's red and/or white.)
{2}{R}, Discard this card: It deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nori, Teller of Tales {1}{R/W}

Legendary Creature -- Dwarf Bard

Whenever Nori attacks, target attacking creature gains first strike until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Óin the Brave {1}{R}

Legendary Creature -- Dwarf Warrior

Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
As long as you have an enduring story, Óin gets +1/+0 and has haste.
{1}, {T}, Discard a card: Draw a card.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orcrist, Goblin-cleaver {3}

Legendary Artifact -- Equipment

Equipped creature gets +2/+2 and has trample.
Whenever equipped creature deals combat damage to a player, choose a creature type. Create a Treasure token for each creature you control of that type.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ori, Keeper of Songs {2}{W}

Legendary Creature -- Dwarf Bard

Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
As long as you have an enduring story, Ori gets +1/+0 and has vigilance.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patchwork Banner {3}

Artifact

As this artifact enters, choose a creature type.
Creatures you control of the chosen type get +1/+1.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - LeooMz - Commander (MAGICPALOOZA Primaveral) sheet 9/13 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Power Depot

Artifact Land

This land enters tapped.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast artifact spells or activate abilities of artifacts.
Modular 1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sigarda's Aid {W}

Enchantment

You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sting, Bilbo's Sword {2}

Legendary Artifact -- Equipment

Flash
When Sting enters, put a hone counter on Sting for each creature target opponent controls. Attach Sting to up to one target creature you control. (Each hone counter on an Equipment grants +1/+0 to equipped creature.)
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Storm-Kiln Artist {3}{R}

Creature -- Dwarf Shaman

This creature gets +1/+0 for each artifact you control.
Magecraft -- Whenever you cast or copy an instant or sorcery spell, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - LeooMz - Commander (MAGICPALOOZA Primaveral) sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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Sundown Pass

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surveillance Room

Land

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swiftfoot Boots {2}

Artifact -- Equipment

Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.)
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of Wealth and Power {3}

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from instants and from sorceries.
Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Conviction {2}

Artifact

{T}: Add {C}.
{T}: Add {R} or {W}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Arkenstone {5}

Legendary Artifact

Creatures you control get +1/+1.
At the beginning of your end step, draw a card.

- - - ADVENTURE - - -

Seek the Heart {2}{W}

Sorcery -- Adventure

Search your library for a legendary creature card, reveal it, put it into your hand, then shuffle. (Then exile this card. You may cast the artifact later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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The Mountain-king's Return {2}{W}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)
II -- Return target creature card with mana value 3 or less from your graveyard to the battlefield.
III -- Put a +1/+1 counter on up to one target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thorin, King of Durin's Folk {3}{R}{W}

Legendary Creature -- Dwarf Noble

Whenever Thorin or another Dwarf you control enters, create a Treasure token.
Other Dwarves you control get +1/+0 for each artifact token you control.

4/4

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

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Thorin Oakenshield {R}{W}

Legendary Creature -- Dwarf Noble

Trample
Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
As long as you have an enduring story, artifacts and creatures you control have ward {1}.

3/2

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Thriving Bluff

Land

This land enters tapped. As it enters, choose a color other than red.
{T}: Add {R} or one mana of the chosen color.

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Thunderdrum Soloist {1}{R}

Creature -- Dwarf Bard

Reach
Opus -- Whenever you cast an instant or sorcery spell, this creature deals 1 damage to each opponent. If five or more mana was spent to cast that spell, this creature deals 3 damage to each opponent instead.

1/3

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Vault Robber {1}{R}

Creature -- Dwarf Rogue

{1}, {T}, Exile a creature card from your graveyard: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/3

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Vibranium Energy Daggers {1}

Artifact -- Equipment

Indestructible (Effects that say "destroy" don't destroy this Equipment.)
Equipped creature gets +2/+2.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Vow to Erebor {1}{W}

Instant

Untap target creature you control. It gets +2/+2 until end of turn. If it's a Dwarf, you may attach an Equipment you control to it.

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Wayfarer's Bauble {1}

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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Wear {1}{R}

Instant

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

- - - RIGHT HALF - - -

Tear {W}

Instant

Destroy target enchantment.
Fuse (You may cast one or both halves of this card from your hand.)

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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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Playtest cards - LeooMz - Commander (MAGICPALOOZA Primaveral) sheet 13/13 - 4 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.