

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.) 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.) 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	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
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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	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	Doc Ock's Tentacles (1) 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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doc Ock's Tentacles (1) 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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dragonfire Blade (1) Artifact -- Equipment 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	Dragonfire Blade (1) Artifact -- Equipment 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	Dragonfire Blade (1) Artifact -- Equipment 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	Dragonfire Blade (1) Artifact -- Equipment 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

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2/1

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®

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

2/1

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Land

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

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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	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
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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	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
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Sunbillow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. 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 PLAYbotbox.dev	Super-Soldier Serum1W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2, has first strike and vigilance, and is a legendary Soldier in addition to its other types. Whenever enchanted creature attacks or blocks, attach any number of target Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Super-Soldier Serum1W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2, has first strike and vigilance, and is a legendary Soldier in addition to its other types. Whenever enchanted creature attacks or blocks, attach any number of target Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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
Anzrag's Rampage (2)(R)(R) Sorcery Destroy all artifacts you don't control, then exile the top X cards of your library, where X is the number of artifacts that were put into graveyards from the battlefield this turn. You may put a creature card exiled this way onto the battlefield. It gains haste. Return it to your hand at the beginning of the next end step. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bofur, Reliable Guardian (1)(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 (1)(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

Erode (1)(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 (1)(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	Sheltered by Ghosts (1)(W) Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1)(W) Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. [sideboard] 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	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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