

<div><div><div><div><div><div></div><div>Basilisk Collar</div><div>①</div></div></div><div>Artifact -- Equipment</div><div>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.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Buster Sword</div><div>③</div></div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +3/+2. Whenever equipped creature deals combat damage to a player, draw a card, then you may cast a spell from your hand with mana value less than or equal to that damage without paying its mana cost. Equip {2}</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Cavern of Souls</div><div></div></div></div><div>Land</div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Cavern of Souls</div><div></div></div></div><div>Land</div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div> Dáin's Company (R)(W) </div> <div> Creature -- Dwarf Warrior </div> <div> <p> 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. </p> </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dáin's Company (R)(W) </div> <div> Creature -- Dwarf Warrior </div> <div> <p> 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. </p> </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dáin's Company (R)(W) </div> <div> Creature -- Dwarf Warrior </div> <div> <p> 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. </p> </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dáin's Company (R)(W) </div> <div> Creature -- Dwarf Warrior </div> <div> <p> 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. </p> </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Dragonfire Blade (1) </div> <div> Artifact -- Equipment </div> <div> <p> 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. </p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dragonfire Blade (1) </div> <div> Artifact -- Equipment </div> <div> <p> 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. </p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dragonfire Blade (1) </div> <div> Artifact -- Equipment </div> <div> <p> 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. </p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dragonfire Blade (1) </div> <div> Artifact -- Equipment </div> <div> <p> 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. </p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

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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put a hone counter on each Equipment
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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

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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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<div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</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>

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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}.)
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Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

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Basic Land -- Mountain

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<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) 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>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) 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>
<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) 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>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) 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>	<div><div>Skateboard①</div><div>Artifact -- Equipment</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Skateboard①</div><div>Artifact -- Equipment</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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Sunbillow Verge

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{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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Sunbillow Verge

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Lonely Mountain

Land - - Mountain

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 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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Thorin, Mountain-king 3R </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> Thorin, Mountain-king 3R </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> Thorin, Mountain-king 3R </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> Thorin, Mountain-king 3R </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> Anzrag's Rampage 3RR </div> <div> Sorcery </div> <div> <p>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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Bofur, Reliable Guardian 1W </div> <div> Legendary Creature -- Dwarf Scout </div> <div> <p>Lifelink</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> ----- ADVENTURE ----- </div> <div> Concerted Care 1W </div> <div> Instant -- Adventure </div> <div> <p>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.)</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Chainsaw 1R </div> <div> Artifact -- Equipment </div> <div> <p>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}</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Chainsaw 1R </div> <div> Artifact -- Equipment </div> <div> <p>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}</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Giant Cinderdaw (2)(R) Creature -- Dinosaur Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Players can't gain life. [sideboard] <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giant Cinderdaw (2)(R) Creature -- Dinosaur Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Players can't gain life. [sideboard] <div>4/3</div> 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
Seam Rip (W) Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip (W) Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [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] <div>2/2</div> 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] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Shattered Acolyte <div> <div>1</div> <div>W</div> </div> </div> <div> Creature -- Dwarf Warlock </div> <div> Lifelink {1}, Sacrifice this creature: Destroy target artifact or enchantment. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Sheltered by Ghosts <div> <div>1</div> <div>W</div> </div> </div> <div> Enchantment -- Aura </div> <div> 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}. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Sheltered by Ghosts <div> <div>1</div> <div>W</div> </div> </div> <div> Enchantment -- Aura </div> <div> 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}. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	
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