

<div><div><div><div><div><div></div><div>Basilisk Collar</div><div>①</div></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><div>Basilisk Collar</div><div>①</div></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><div>Cavern of Souls</div><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><div>Cavern of Souls</div><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><div>Cavern of Souls</div><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><div>Cavern of Souls</div><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><div>Chainsaw</div><div>①Ⓜ</div></div></div><div><div>Artifact -- Equipment</div><div>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}</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><div>Chainsaw</div><div>①Ⓜ</div></div></div><div><div>Artifact -- Equipment</div><div>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}</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

<div> <div>Chainsaw</div> <div>1R</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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Chainsaw</div> <div>1R</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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dáin's Company</div> <div>RW</div> </div> <div>Creature -- Dwarf Warrior</div> <div> <p>This creature has lifelink as long as you control another Dwarf.</p> <p>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</div> <div>botbox.dev</div> </div>	<div> <div>Dáin's Company</div> <div>RW</div> </div> <div>Creature -- Dwarf Warrior</div> <div> <p>This creature has lifelink as long as you control another Dwarf.</p> <p>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</div> <div>botbox.dev</div> </div>
<div> <div>Dáin's Company</div> <div>RW</div> </div> <div>Creature -- Dwarf Warrior</div> <div> <p>This creature has lifelink as long as you control another Dwarf.</p> <p>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</div> <div>botbox.dev</div> </div>	<div> <div>Dáin's Company</div> <div>RW</div> </div> <div>Creature -- Dwarf Warrior</div> <div> <p>This creature has lifelink as long as you control another Dwarf.</p> <p>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</div> <div>botbox.dev</div> </div>	<div> <div>Dragonfire Blade</div> <div>1</div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +2/+2 and has hexproof from monocolored.</p> <p>Equip {4}. This ability costs {1} less to activate for each color of the creature it targets.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dragonfire Blade</div> <div>1</div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +2/+2 and has hexproof from monocolored.</p> <p>Equip {4}. This ability costs {1} less to activate for each color of the creature it targets.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

①

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

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

① ② W

Legendary Creature -- Dwarf Scout

Storyed (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

① ② W

Legendary Creature -- Dwarf Scout

Storyed (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

① W

Legendary Creature -- Dwarf Scout

Storyed (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

① W

Storyed (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)

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

①

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

If this card is in your opening hand, you may begin the game with it on the battlefield.

Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

If this card is in your opening hand, you may begin the game with it on the battlefield.

Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

If this card is in your opening hand, you may begin the game with it on the battlefield.

Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Leyline Axe</div><div>4</div></div> <div>Artifact -- Equipment</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</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>
<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>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>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>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>Skateboard</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>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The Lonely Mountain</div> <div>Land -- Mountain</div> <div>(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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The Lonely Mountain</div> <div>Land -- Mountain</div> <div>(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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The Lonely Mountain</div> <div>Land -- Mountain</div> <div>(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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>The Lonely Mountain</div> <div>Land -- Mountain</div> <div> ({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. </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Thorin, Mountain-king (3)(R)</div> <div>Legendary Creature -- Dwarf Noble</div> <div> 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. </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Thorin, Mountain-king (3)(R)</div> <div>Legendary Creature -- Dwarf Noble</div> <div> 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. </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Thorin, Mountain-king (3)(R)</div> <div>Legendary Creature -- Dwarf Noble</div> <div> 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. </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Bofur, Reliable Guardian (W)</div> <div>Legendary Creature -- Dwarf Scout</div> <div> Lifelink [sideboard] </div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div> <div>Concerted Care (1)(W)</div> <div>Instant -- Adventure</div> <div> 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.) </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Bofur, Reliable Guardian (W)</div> <div>Legendary Creature -- Dwarf Scout</div> <div> Lifelink [sideboard] </div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div> <div>Concerted Care (1)(W)</div> <div>Instant -- Adventure</div> <div> 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.) </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dáin Ironfoot (2)(R)</div> <div>Legendary Creature -- Dwarf Warrior</div> <div> When Dáin enters, create a colorless Equipment artifact token named Axe with "Equipped creature gets +1/+0" and equip {2}. When you do, attach it to target creature you control. Whenever Dáin attacks, each equipped attacking creature gains double strike until end of turn. </div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dáin Ironfoot (2)(R)</div> <div>Legendary Creature -- Dwarf Warrior</div> <div> When Dáin enters, create a colorless Equipment artifact token named Axe with "Equipped creature gets +1/+0" and equip {2}. When you do, attach it to target creature you control. Whenever Dáin attacks, each equipped attacking creature gains double strike until end of turn. </div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Erode</div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Erode</div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Erode</div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rest in Peace</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Rest in Peace</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seam Rip</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seam Rip</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seam Rip</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Seam Rip</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The Queen of Dale</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Noble</div> <div> <p>Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The Queen of Dale</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Noble</div> <div> <p>Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	
--	--	--	--