

<div> Bofur, Reliable Guardian W </div> <div> Legendary Creature -- Dwarf Scout </div> <div> Lifelink </div> <div> <div>1/1</div> </div> <div> ----- ADVENTURE ----- </div> <div> Concerted Care 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dáin, Lord of the Iron Hills W </div> <div> Legendary Creature -- Dwarf Noble </div> <div> Vigilance Storied (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, creatures can't attack you unless their controller pays {1} for each of those creatures. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dáin, Lord of the Iron Hills W </div> <div> Legendary Creature -- Dwarf Noble </div> <div> Vigilance Storied (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, creatures can't attack you unless their controller pays {1} for each of those creatures. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Day of Judgment WW </div> <div> Sorcery </div> <div> Destroy all creatures. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Day of Judgment WW </div> <div> Sorcery </div> <div> Destroy all creatures. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dori, Bearer of Friends R </div> <div> Legendary Creature -- Dwarf Warrior </div> <div> Trample When Dori enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dori, Bearer of Friends R </div> <div> Legendary Creature -- Dwarf Warrior </div> <div> Trample When Dori enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dwarven Mattock 2 </div> <div> Artifact -- Equipment </div> <div> 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.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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®

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

2/1

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③ ④ W

When this Equipment enters, create a 2/2 red Dwarf creature token, then attach this Equipment to it. Equipped creature gets +1/+2. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

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③ ④

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

4/3

- - - ADVENTURE - - -

②R

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

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① W

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

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①②

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

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①②

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

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R W

Choose one --

- * Each opponent sacrifices a nontoken artifact of their choice.
- * Return target artifact or creature card with mana value 2 or less from your graveyard to the battlefield.
- * Creatures you control get +1/+1 and gain trample until end of turn.

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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.

sheet 3/8 - 8 cards - 2.5 x 3.5 in each

<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Óin the Brave 1R</div> <div>Legendary Creature -- Dwarf Warrior</div> <div>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, Óin gets +1/+0 and has haste. {1}, {T}, Discard a card: Draw a card.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Orcrist, Goblin-cleaver 3</div> <div>Legendary Artifact -- Equipment</div> <div>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}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ori, Keeper of Songs 2W</div> <div>Legendary Creature -- Dwarf Bard</div> <div>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, Ori gets +1/+0 and has vigilance.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ori, Keeper of Songs 2W</div> <div>Legendary Creature -- Dwarf Bard</div> <div>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, Ori gets +1/+0 and has vigilance.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div>Ragged Short Spear1R</div> <div>Artifact -- Equipment</div> <div>When this Equipment enters, you may discard a card. If you do, draw two cards. Equipped creature gets +2/+0. 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>Ragged Short Spear1R</div> <div>Artifact -- Equipment</div> <div>When this Equipment enters, you may discard a card. If you do, draw two cards. Equipped creature gets +2/+0. 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>Thorin OakenshieldRW</div> <div>Legendary Creature -- Dwarf Noble</div> <div>Trample 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, artifacts and creatures you control have ward {1}.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thorin OakenshieldRW</div> <div>Legendary Creature -- Dwarf Noble</div> <div>Trample 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, artifacts and creatures you control have ward {1}.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Vow to Erebor

1W

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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Playtest cards - zrfwg - Standard (2022 / Standard Cup 2)

sheet 8/8 - 4 cards - 2.5 x 3.5 in each

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