

<p>Cloud, Midgar Mercenary (W)(W)</p> <p>Legendary Creature -- Human Soldier Mercenary</p> <p>When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.</p> <p>As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Cloud, Midgar Mercenary (W)(W)</p> <p>Legendary Creature -- Human Soldier Mercenary</p> <p>When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.</p> <p>As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dáin's Company (R)(W)</p> <p>Creature -- Dwarf Warrior</p> <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> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dáin's Company (R)(W)</p> <p>Creature -- Dwarf Warrior</p> <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> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Dáin's Company (R)(W)</p> <p>Creature -- Dwarf Warrior</p> <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> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dáin's Company (R)(W)</p> <p>Creature -- Dwarf Warrior</p> <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> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Diamond Pick-Axe (R)</p> <p>Artifact -- Equipment</p> <p>Indestructible (Effects that say "destroy" don't destroy this Equipment.)</p> <p>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.")</p> <p>Equip {2}</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Diamond Pick-Axe (R)</p> <p>Artifact -- Equipment</p> <p>Indestructible (Effects that say "destroy" don't destroy this Equipment.)</p> <p>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.")</p> <p>Equip {2}</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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}	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}	Dragoon's Lance (1)(W) Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +1/+0 and is a Knight in addition to its other types. During your turn, equipped creature has flying. Gae Bolg -- Equip {4}	Dragoon's Lance (1)(W) Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +1/+0 and is a Knight in addition to its other types. During your turn, equipped creature has flying. Gae Bolg -- Equip {4}
Dragoon's Lance (1)(W) Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +1/+0 and is a Knight in addition to its other types. During your turn, equipped creature has flying. Gae Bolg -- Equip {4}	Dragoon's Lance (1)(W) Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +1/+0 and is a Knight in addition to its other types. During your turn, equipped creature has flying. Gae Bolg -- Equip {4}	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.) <div>2/1</div>	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.) <div>2/1</div>
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<div><div>Dwalin, Weaponmaster</div><div>1R/W</div><div>Legendary Creature -- Dwarf Warrior</div><div>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.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dwalin, Weaponmaster</div><div>1R/W</div><div>Legendary Creature -- Dwarf Warrior</div><div>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.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dwarven Mauler</div><div>R</div><div>Creature -- Dwarf Warrior</div><div>Equip abilities you activate that target this creature cost {2} less to activate.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dwarven Mauler</div><div>R</div><div>Creature -- Dwarf Warrior</div><div>Equip abilities you activate that target this creature cost {2} less to activate.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lorehold Charm</div><div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Lorehold Charm</div><div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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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>Practiced Offense</div><div>Sorcery</div><div>Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn. Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Practiced Offense</div><div>Sorcery</div><div>Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn. Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</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>Sunbillow 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>	<div><div>Sunbillow 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>	<div><div>Sunbillow 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>	<div><div>Sunbillow 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>

<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>	<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>	<div><div>The Queen of Dale1W</div><div>Legendary Creature -- Human Noble</div><div>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.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The Queen of Dale1W</div><div>Legendary Creature -- Human Noble</div><div>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.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Essence Burn1R</div><div>Instant</div><div>Essence Burn deals 5 damage to target black or green creature or planeswalker. If that permanent would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Essence Burn1R</div><div>Instant</div><div>Essence Burn deals 5 damage to target black or green creature or planeswalker. If that permanent would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Essence Burn1R</div><div>Instant</div><div>Essence Burn deals 5 damage to target black or green creature or planeswalker. If that permanent would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Essence Burn1R</div><div>Instant</div><div>Essence Burn deals 5 damage to target black or green creature or planeswalker. If that permanent would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Hardlight Containment</div><div>W</div></div><div>Enchantment -- Aura</div><div>Enchant artifact you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. Enchanted permanent has ward {1}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hardlight Containment</div><div>W</div></div><div>Enchantment -- Aura</div><div>Enchant artifact you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. Enchanted permanent has ward {1}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hardlight Containment</div><div>W</div></div><div>Enchantment -- Aura</div><div>Enchant artifact you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. Enchanted permanent has ward {1}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Refute Destiny</div><div>1W</div></div><div>Sorcery</div><div>Exile target creature or planeswalker that's green or blue. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Solitary Cell</div> <div><div>R</div><div>W</div></div> <div>Artifact</div> <div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 3 or less until this artifact leaves the battlefield. {1}, {T}, Discard a legendary card: Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Solitary Cell</div> <div><div>R</div><div>W</div></div> <div>Artifact</div> <div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 3 or less until this artifact leaves the battlefield. {1}, {T}, Discard a legendary card: Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Solitary Cell</div> <div><div>R</div><div>W</div></div> <div>Artifact</div> <div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 3 or less until this artifact leaves the battlefield. {1}, {T}, Discard a legendary card: Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	
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