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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bofur, Reliable Guardian {W}

Legendary Creature -- Dwarf Scout

Lifelink

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

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.

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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}

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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

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2/2

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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Mauler {R}

Creature -- Dwarf Warrior

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Mauler {R}

Creature -- Dwarf Warrior

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

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2/1

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Inspiring Vantage

Land

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

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Kíli the Resourceful (1)(W)

Legendary Creature -- Dwarf Scout

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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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - tutu520 - Standard v3 Group 29B957 (Chainsaw, Basilisk Collar) (????????? sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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

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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

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Artifact -- Equipment

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

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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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 PLAY botbox.dev

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

Land

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

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.

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Thorin, Mountain-king 3R

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

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade 1R

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade 1R

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anzrag's Rampage 3RR

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Crimson Pulse 2R

Enchantment -- Case

When this Case enters, discard a card, then draw two cards.
To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)
Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.

[sideboard]

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Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Cindermaw {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]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Cindermaw {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]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Man Armor {3}

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+1 and has flying.
{2}: If this Equipment isn't a creature, it becomes a 0/0 Construct Hero artifact creature with flying and "This creature gets +1/+1 for each artifact you control" until end of turn.
Equip {2}

[sideboard]

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Equip {2}

[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

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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

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[sideboard]

2/2

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