

Bard's Company2WU Creature -- Human Citizen You may cast this spell as though it had flash if you control a Human. Other creatures you control get +1/+1. Whenever this creature enters or attacks, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bard the Bowman1WU Legendary Creature -- Human Archer Reach Whenever you draw your second card each turn, put a +1/+1 counter on target creature. It gains lifelink until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bard the Bowman1WU Legendary Creature -- Human Archer Reach Whenever you draw your second card each turn, put a +1/+1 counter on target creature. It gains lifelink until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bilbo Baggins, Burglar2U Legendary Creature -- Halfling Rogue When Bilbo Baggins enters, draw a card. 2/1 ----- ADVENTURE ----- Take a GlanceU Sorcery -- Adventure Scry 2. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Celebrate the Mountain-king (3)(W) Enchantment When this enchantment enters, for each opponent, exile up to one target nonland permanent that player controls until this enchantment leaves the battlefield. When this enchantment enters, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Celebrate the Mountain-king (3)(W) Enchantment When this enchantment enters, for each opponent, exile up to one target nonland permanent that player controls until this enchantment leaves the battlefield. When this enchantment enters, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island

Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

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Lakeshore Apothecary (1)(U)

Creature -- Human Cleric

Vigilance
Whenever you draw your second card each turn, put a +1/+1 counter on this creature.

1/2

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Lake-town

Land

This land enters tapped.
{T}: Add {W} or {U}.
{2}{W}{U}, {T}, Sacrifice this land:
Put two +1/+1 counters on target
Human you control. Activate only as
a sorcery.

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Lake - town

Land

This land enters tapped.
 {T}: Add {W} or {U}.
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Magnificent End 4W Instant This spell costs {3} less to cast if it targets a tapped creature. Magnificent End deals 5 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Magnificent End 4W Instant This spell costs {3} less to cast if it targets a tapped creature. Magnificent End deals 5 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirkwood Nurturer 26W Creature -- Elf Ranger When this creature enters, return up to one other target permanent you control to its owner's hand. If you do, put a +1/+1 counter on this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirkwood Nurturer 26W Creature -- Elf Ranger When this creature enters, return up to one other target permanent you control to its owner's hand. If you do, put a +1/+1 counter on this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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The Mountain-king's Return (2)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) II -- Return target creature card with mana value 3 or less from your graveyard to the battlefield. III -- Put a +1/+1 counter on up to one target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Mountain-king's Return (2)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) II -- Return target creature card with mana value 3 or less from your graveyard to the battlefield. III -- Put a +1/+1 counter on up to one target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Uneasy Partings (3)(U) Instant This spell costs {1} less to cast if it targets an attacking nontoken creature. Target creature's owner puts it on their choice of the top or bottom of their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Uneasy Partings (3)(U) Instant This spell costs {1} less to cast if it targets an attacking nontoken creature. Target creature's owner puts it on their choice of the top or bottom of their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

