

Beorn, Reluctant Host 4 6 Legendary Creature -- Human Bear Shapeshifter Trample 5/5 ----- ADVENTURE ----- Till and Tend Sorcery -- Adventure You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beorn's Hospitality 1 6 Enchantment Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. {5}{G}{G}: This enchantment becomes a Bear creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lands you control." (This effect doesn't end.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beorn's Hospitality 1 6 Enchantment Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. {5}{G}{G}: This enchantment becomes a Bear creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lands you control." (This effect doesn't end.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beorn the Fierce 3 6 6 Legendary Creature -- Bear Shapeshifter Warrior Trample Other Bears you control get +2/+2. At the beginning of combat on your turn, put a trample counter on up to one target creature you control. It becomes a Bear in addition to its other types. Then if you control three or more Bears, draw two cards. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dancing from Dark to Dawn 3 6 6 Enchantment Whenever you cast a creature spell, put X +1/+1 counters on target creature you control, where X is that spell's mana value. Landfall -- Whenever a land you control enters, create a 2/2 green Bear creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gigantic Big Bear 566 Creature -- Bear This spell can't be countered. Hexproof, haste 10/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hobbit Hole Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Halflingcycling {4} ({4}, Discard this card: Search your library for a Halfling card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Large Bear 36/66/6 Creature -- Bear Reach, trample, haste 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Large Bear (3)(6/6)(6/6) Creature -- Bear Reach, trample, haste 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Little Bear (2)(6) Creature -- Bear Flash When this creature enters, untap another target creature you control. If that creature is a Bear, put a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Little Bear (2)(6) Creature -- Bear Flash When this creature enters, untap another target creature you control. If that creature is a Bear, put a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nasty Little Rabbit (6) Creature -- Rabbit Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, put a +1/+1 counter on this creature. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ordinary Bear (3)(6) Creature -- Bear 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ordinary Bear (3)(6) Creature -- Bear 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quarrel (1)(6) Instant Target creature you control deals damage equal to its power to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quarrel (1)(6) Instant Target creature you control deals damage equal to its power to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tragos - Unknown format (Curiosity MTG: The Hobbit Week 1)

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 4/6 - 8 cards - 2.5 x 3.5 in each

① ②

Target creature you control deals damage equal to its power to target creature an opponent controls.

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②

When Thrór's Map enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.

{2}, {T}: Draw a card, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{2}, {T}, Sacrifice this creature:
Search your library for up to two
basic land cards, reveal them, put
one onto the battlefield tapped and
the other into your hand, then
shuffle.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{2}, {T}, Sacrifice this creature: Search your library for up to two basic land cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose one --

- * Destroy target creature with flying.
- * Put a +1/+1 counter on target creature you control. It gains trample and hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

When this creature enters, search your library for a Forest card, put that card onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

When this creature enters, search your library for a Forest card, put that card onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

When this creature enters, search your library for a Forest card, put that card onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long-Bodied Grey Dog 3 Creature -- Dog Flash Reach When this creature enters, create a tapped Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirkwood Nurturer 26/10 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirkwood Nurturer 26/10 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nasty Little Rabbit 6 Creature -- Rabbit Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, put a +1/+1 counter on this creature. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
The Black Arrow 3 Legendary Artifact -- Equipment Flash When The Black Arrow enters, it deals 1 damage to any target. If a Dragon is dealt damage this way, destroy it. Equipped creature gets +1/+1 and has reach. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Troll Negotiations 266 Sorcery Put two +1/+1 counters on target creature you control. Then it fights target creature an opponent controls. (Each deals damage equal to its power to the other.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warg Tactics 16 Instant Choose one -- * Destroy target creature with flying. * Put a +1/+1 counter on target creature you control. It gains trample and hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warg Tactics 16 Instant Choose one -- * Destroy target creature with flying. * Put a +1/+1 counter on target creature you control. It gains trample and hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev