Attercop {1}{G}

Creature -- Spider

Reach, deathtouch
Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beorn the Fierce {3}{G}{G}

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Playtest cards - BadIdeasBureau - Unknown format (Curiosity MTG: The Hobbit Week 2) sheet 1/6 - 8 cards - 2.5 x 3.5 in each

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.

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gigantic Big Bear {5}{G}{G}

Creature -- Bear

This spell can't be countered.
Hexproof, haste

10/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Large Bear {3}{B/G}{B/G}

Creature -- Bear

Reach, trample, haste

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Large Bear {3}{B/G}{B/G}

Creature -- Bear

Reach, trample, haste

5/5

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Playtest cards - BadIdeasBureau - Unknown format (Curiosity MTG: The Hobbit Week 2) sheet 3/6 - 8 cards - 2.5 x 3.5 in each

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.

Little Bear — 2G

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

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When this creature enters, untap another target creature you control. If that creature is a Bear, put a +1/+1 counter on it.

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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

Mirkwood Pathmaker — 2G

Creature -- Elf Ranger

Mirkwood Pathmaker's power and toughness are each equal to the number of lands you control.

/

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Mirkwood Pathmaker — 2G

Creature -- Elf Ranger

Mirkwood Pathmaker's power and toughness are each equal to the number of lands you control.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nasty Little Rabbit — G

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

Nasty Little Rabbit — G

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 — 3G

Creature -- Bear

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BadIdeasBureau - Unknown format (Curiosity MTG: The Hobbit Week 2) sheet 4/6 - 8 cards - 2.5 x 3.5 in each

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.

Ordinary Bear {3}{G}

Creature -- Bear

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ordinary Bear {3}{G}

Creature -- Bear

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quarrel {1}{G}

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radagast of Rhosgobel {2}{G}{G}

Legendary Creature -- Avatar Wizard

The first creature spell you cast each turn costs {2} less to cast and can be cast as though it had flash.

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Troll Negotiations {2}{G}{G}

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Troop of Ponies {2}

Creature -- Horse

{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

Playtest cards - BadIdeasBureau - Unknown format (Curiosity MTG: The Hobbit Week 2) sheet 5/6 - 8 cards - 2.5 x 3.5 in each

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.

Beorn, Reluctant Host {4}{G}

Legendary Creature -- Human Bear Shapeshifter

Trample

[sideboard]

5/5

- - - ADVENTURE - - -

Till and Tend {1}{G}

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, Reluctant Host {4}{G}

Legendary Creature -- Human Bear Shapeshifter

Trample

[sideboard]

5/5

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Till and Tend {1}{G}

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

Dancing from Dark to Dawn {3}{G}{G}

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orcrist, Goblin-cleaver {3}

Legendary Artifact -- Equipment

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}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Part in Friendship {4}{G}

Enchantment

Whenever a nontoken creature you control dies, reveal cards from the top of your library until you reveal a creature card. If its mana value is less than or equal to the number of lands you control, put it onto the battlefield. Otherwise, put it into your hand. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thranduil, Sindarin Liege {2}{G/U}{G/U}

Legendary Creature -- Elf Noble

Other Elves you control get +1/+1.
Landfall -- Whenever a land you control enters, create a 1/1 green Elf creature token.

[sideboard]

2/3

- - - ADVENTURE - - -

Silvan Rally {1}{G/U}{G/U}

Sorcery -- Adventure

Mill four cards, then put up to two land cards from among them into your hand. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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[sideboard]

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