## Attercop {1}{G}

Creature -- Spider

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

[sideboard]

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Attercop {1}{G}

Creature -- Spider

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

[sideboard]

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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**

- - - ADVENTURE - - -

## Till and Tend {1}{G}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## Bifur, Melodic Rider {4}{R/W}{R/W}

Legendary Creature -- Dwarf Bard

Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
Whenever Bifur enters or attacks, put a +1/+1 counter on target creature.
As long as you have an enduring story, if a triggered ability of a Dwarf you control triggers, that ability triggers an additional time.

[sideboard]

**4/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bilbo Baggins, Burglar {2}{U}

Legendary Creature -- Halfling Rogue

When Bilbo Baggins enters, draw a card.

[sideboard]

**2/1**

- - - ADVENTURE - - -

## Take a Glance {U}

Sorcery -- Adventure

Scry 2. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bilbo, Luckwearer {1}{U}

Legendary Creature -- Halfling Rogue

Bilbo can't be blocked.
Whenever Bilbo deals combat damage to a player, draw a card, then discard a card.

[sideboard]

**1/1**

- - - ADVENTURE - - -

## Burglar's Plot {4}{U}

Sorcery -- Adventure

Exchange control of two target nonland permanents that share a card type. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - ScriptKip - Limited (Limited RC Super Qualifier)** sheet 1/11 - 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.

**Bofur, Reliable Guardian** {W}

Legendary Creature -- Dwarf Scout

Lifelink

[sideboard]

**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

**Bombur, Gentle Dreamer** {2}{R}

Legendary Creature -- Dwarf Bard

Storied (If you control three or more artifacts, legendaries, and/or Sagas, you have an enduring story for the rest of the game.)
Bombur doesn't untap during your untap step unless you have an enduring story.

[sideboard]

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Boughside Wanderers** {4}{G}{G}

Creature -- Elf Scout

When this creature enters, look at the top four cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Boughside Wanderers** {4}{G}{G}

Creature -- Elf Scout

When this creature enters, look at the top four cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Boughside Wanderers** {4}{G}{G}

Creature -- Elf Scout

When this creature enters, look at the top four cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Burn, Burn, Tree and Fern** {3}{R}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I -- This Saga deals 6 damage to target creature an opponent controls.
II -- Destroy target artifact an opponent controls.
III, IV -- Add {R}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Crude Bent Blade** {2}{B}

Artifact -- Equipment

When this Equipment enters, target opponent sacrifices a creature of their choice.
Equipped creature gets +2/+1.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Desolation Prowler (1)(B)

Creature -- Wolf

Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Desolation Prowler (1)(B)

Creature -- Wolf

Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dwarven Provisioner (1)(W)

Creature -- Dwarf Citizen

{3}{W}: Creatures you control get +1/+1 until end of turn.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dwarven Provisioner (1)(W)

Creature -- Dwarf Citizen

{3}{W}: Creatures you control get +1/+1 until end of turn.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dwarven Shortsword (3)(W)

Artifact -- Equipment

When this Equipment enters, create a 2/2 red Dwarf creature token, then attach this Equipment to it.
Equipped creature gets +1/+2.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dwarven Shortsword (3)(W)

Artifact -- Equipment

When this Equipment enters, create a 2/2 red Dwarf creature token, then attach this Equipment to it.
Equipped creature gets +1/+2.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elrond, Moon-Reader (2)(U)

Legendary Creature -- Elf Noble

Whenever you activate an ability of a creature, draw a card. This ability triggers only once each turn.
{5}{U}{U}: Exile up to two other target nonland permanents you control. Return those cards to the battlefield under their owner's control at the beginning of the next end step.

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elvenking's Harper (1)(U)

Creature -- Elf Bard

{4}{U}: Target creature can't be blocked this turn.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - ScriptKip - Limited (Limited RC Super Qualifier)** sheet 3/11 - 8 cards - 2.5 x 3.5 in each

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## Elvenking's Harper (1)(U)

Creature -- Elf Bard

{4}{U}: Target creature can't be blocked this turn.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elven Raft-Steerer (2)(U)

Creature -- Elf Pilot

Landfall -- Whenever a land you control enters, choose one --
* Tap target creature an opponent controls.
* Untap target creature you control.

[sideboard]

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Enchanted River's Grasp (2)(U)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature and remove all counters from it.
Enchanted creature loses all abilities and doesn't untap during its controller's untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Front Porch Sentries (1)(B)

Creature -- Goblin Soldier

When this creature dies, target creature an opponent controls gets -1/-1 until end of turn.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Front Porch Sentries (1)(B)

Creature -- Goblin Soldier

When this creature dies, target creature an opponent controls gets -1/-1 until end of turn.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Galion, Elvenking's Butler (2)(G)(G)

Legendary Creature -- Elf Advisor

Whenever Galion attacks, choose up to one other target creature you control. Its base power and toughness become equal to Galion's power and toughness until end of turn.

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gathering of Darkness (3)(B)

Sorcery

Return up to one target creature card from your graveyard to your hand.
Amass Goblins 3. (Put three +1/+1 counters on an Army you control. It's also a Goblin. If you don't control an Army, create a 0/0 black Goblin Army creature token first.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Giant's Boulder {1}

Artifact

When this artifact enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)
{1}, {T}: Add one mana of any color.
{7}, {T}, Sacrifice this artifact: Destroy target permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goblin Plate Mail {1}{B/R}

Artifact -- Equipment

When this Equipment enters, amass Goblins 1, then attach this Equipment to the amassed Army. (To amass Goblins 1, put a +1/+1 counter on an Army you control. It's also a Goblin. If you don't control an Army, create a 0/0 black Goblin Army creature token first.)
Equipped creature gets +1/+0 and has menace.
Equip {4}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gollum, Silent Slinker {3}{B}

Legendary Creature -- Halfling Horror

Menace (This creature can't be blocked except by two or more creatures.)

[sideboard]

4/3

- - - ADVENTURE - - -

## Meager Meal {B}

Sorcery -- Adventure

Put a +1/+1 counter on up to one target creature. Target player gains 2 life. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Great Fierce Bee {2}{B}

Creature -- Insect

Flying
Whenever one or more other creatures die, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Great Ugly-Looking Goblin {5}{B}

Creature -- Goblin Soldier

Each creature you control with a +1/+1 counter on it has menace. (It can't be blocked except by two or more creatures.)

[sideboard]

4/4

- - - ADVENTURE - - -

## Clap! Snap! {1}{B}

Sorcery -- Adventure

Amass Goblins 2. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Guardian of the Halls {1}{G}

Creature -- Elf Soldier

Trample
{5}{G}{G}: Put three +1/+1 counters on this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Iron Hills

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lake-town Lookout {W}

Creature -- Human Scout

When this creature dies, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Little Bear {2}{G}

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.

[sideboard]

**3/2**

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 PLAY botbox.dev

## Long Lake Nuisance {3}{U}

Creature -- Bird

Flying
When this creature enters, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

[sideboard]

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mirkwood

Land

This land enters tapped.
{T}: Add {B} or {G}.
{2}{B}{G}, {T}, Sacrifice this land: Put two +1/+1 counters on target Bear, Spider, or Wolf you control. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mirkwood Nurturer {2}{G/U}

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 PLAY botbox.dev



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## Misty Mountains Raider {4}{R}

Creature -- Goblin Soldier

Whenever you attack, amass Goblins 2. (Put two +1/+1 counters on an Army you control. It's also a Goblin. If you don't control an Army, create a 0/0 black Goblin Army creature token first.)

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Creature -- Goblin Soldier

Whenever you attack, amass Goblins 2. (Put two +1/+1 counters on an Army you control. It's also a Goblin. If you don't control an Army, create a 0/0 black Goblin Army creature token first.)

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Goblin Soldier

Whenever you attack, amass Goblins 2. (Put two +1/+1 counters on an Army you control. It's also a Goblin. If you don't control an Army, create a 0/0 black Goblin Army creature token first.)

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Moment of Glory {W}

Sorcery

Put a +1/+1 counter on target creature you control. If this spell was cast from a graveyard, also put a +1/+1 counter on each other creature you control.
Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nighthowl Pursuer {B}

Creature -- Wolf

Menace (This creature can't be blocked except by two or more creatures.)
Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nori, Teller of Tales {1}{R/W}

Legendary Creature -- Dwarf Bard

Whenever Nori attacks, target attacking creature gains first strike until end of turn.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Óin the Brave {1}{R}

Legendary Creature -- Dwarf Warrior

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, Óin gets +1/+0 and has haste.
{1}, {T}, Discard a card: Draw a card.

[sideboard]

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Old Thrush {2}

Creature -- Bird

Flying
When this creature enters, you gain 2 life. You may search your library for a basic land card, reveal it, then shuffle and put that card on top.

[sideboard]

**1/2**

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

## Patient Instructor {2}{W/U}

Creature -- Human Citizen

Vigilance
When this creature enters, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pinecone Strike {1}{R}

Instant

Choose one or both --
* Pinecone Strike deals 3 damage to target creature. If that creature would die this turn, exile it instead.
* Destroy target artifact token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plunder the Trollshaws {1}{U}

Instant

Draw a card. If this spell was cast from a graveyard, draw two cards instead.
Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ravening Warg {1}{B}

Creature -- Wolf

Deathtouch
Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, you gain 2 life.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Smaug, the Great Calamity

Card

[sideboard]

- - - OTHER FACE - - -

## Smaug, the Great Calamity

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Smaug, the Great Calamity

Card

[sideboard]

- - - OTHER FACE - - -

## Smaug, the Great Calamity

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sting, Bilbo's Sword (2)

Legendary Artifact -- Equipment

Flash
When Sting enters, put a hone counter on Sting for each creature target opponent controls. Attach Sting to up to one target creature you control. (Each hone counter on an Equipment grants +1/+0 to equipped creature.)
Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stir Up Trouble (B)

Sorcery

As an additional cost to cast this spell, sacrifice an artifact or creature or pay {4}.
Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stir Up Trouble (B)

Sorcery

As an additional cost to cast this spell, sacrifice an artifact or creature or pay {4}.
Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stir Up Trouble (B)

Sorcery

As an additional cost to cast this spell, sacrifice an artifact or creature or pay {4}.
Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stone by Sunlight (1)(W)

Instant

Choose one --
* Destroy target creature with power 4 or greater.
* Until end of turn, target creature becomes an artifact in addition to its other types and gains indestructible. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stony-Voiced Goblins (1)(B)

Creature -- Goblin Bard

When this creature enters, each opponent discards a card.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Notary Hobbits (3)(G)(G)

Legendary Creature -- Halfling Advisor

When The Notary Hobbits enter, if they're not a token, create two tokens that are copies of them, except the tokens aren't legendary.
{T}: Add {C} for each Halfling you control.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Thorin's Last Stand {2}{W}{W}

Instant

Choose one --
* Creatures you control get +2/+1 until end of turn.
* Destroy target artifact or enchantment. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Through the Forest Gate {6}{G}{G}

Sorcery

Look at the top twenty cards of your library, put any number of land cards from among them onto the battlefield tapped, then shuffle. You gain 8 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tidings of War {R}

Sorcery

Amass Goblins 1. If this spell was cast from a graveyard, amass Goblins 3 instead. (To amass Goblins X, put X +1/+1 counters on an Army you control. It's also a Goblin. If you don't control an Army, create a 0/0 black Goblin Army creature token first.)
Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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## Uncover the Moon-Letters {3}{U}

Enchantment

Whenever you cast a noncreature spell, you may draw X cards, where X is the amount of mana spent to cast that spell. If you do, discard two cards.

[sideboard]

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## 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.

[sideboard]

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## Wargling {1}{G}

Creature -- Wolf

Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, until end of turn, this creature gets +1/+0 and creatures you control gain trample.

[sideboard]

**2/2**

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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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## Well-Worn Spatula {1}

Artifact -- Equipment

When this Equipment enters, you gain 2 life.
Equipped creature gets +1/+1.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

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## Woodland Weavemaster {1}{G}

Creature -- Elf Druid

Vigilance
Whenever another Elf you control enters, this creature gets +1/+1 until end of turn.
{T}: Add X mana of any one color, where X is this creature's power. Spend this mana only to cast Elf spells and activate abilities of Elf sources.

[sideboard]

**1/2**

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