Beorn, Reluctant Host 4G

Legendary Creature -- Human Bear Shapeshifter

Trample

[sideboard]

5/5

- - - ADVENTURE - - -

Till and Tend 1G

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 4G

Legendary Creature -- Human Bear Shapeshifter

Trample

[sideboard]

5/5

- - - ADVENTURE - - -

Till and Tend 1G

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

Bilbo's Deadly Slice 1BB

Instant

Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boughside Wanderers 4GG

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 4GG

Creature -- Elf Scout

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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

Cantankerous Keepers 5G

Creature -- Elf Soldier

Affinity for Elves (This spell costs {1} less to cast for each Elf you control.)
When this creature enters, mill four cards, then put all Elf cards from among them into your hand.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confusticate and Bebother 2U

Instant

Choose one --
* Counter target spell unless its controller pays {4}.
* Draw two cards, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confusticate and Bebother 2U

Instant

Choose one --
* Counter target spell unless its controller pays {4}.
* Draw two cards, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ilGianB1 - Limited (Limited RC Super Qualifier) 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.

Down, Down to Goblin-town {2}{B}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I -- Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
II -- 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.)
III, IV -- Target opponent loses 1 life and you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duskwatch Hunter {2}{B/G}

Creature -- Wolf

This creature can't be blocked by tokens.
When this creature enters, put a +1/+1 counter on target creature.

[sideboard]

3/1

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

Gnashing of Teeth {1}{B}{B}

Sorcery

Choose one --
* Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
* Creatures target player controls get -1/-1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gnashing of Teeth {1}{B}{B}

Sorcery

Choose one --
* Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
* Creatures target player controls get -1/-1 until end of turn.

[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

Goblin-town

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ilGianB1 - Limited (Limited RC Super Qualifier) sheet 2/6 - 8 cards - 2.5 x 3.5 in each

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Goblin-town

Land

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

[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

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

Lake-town Mariners {4}{U}{U}

Creature -- Human Citizen

Vigilance
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

[sideboard]

6/5

- - - ADVENTURE - - -

Gone Fishing {3}{U}

Instant -- Adventure

Exile two target creatures and/or lands you control, then return them to the battlefield under their owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Creature -- Bear

Reach, trample, haste

[sideboard]

5/5

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ilGianB1 - Limited (Limited RC Super Qualifier) sheet 3/6 - 8 cards - 2.5 x 3.5 in each

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Old Fat Spider {4}{G}{G}

Creature -- Spider

Reach
This creature can't be blocked by creatures with power 2 or less.
Whenever this creature becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

6/7

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

Ordinary Bear {3}{G}

Creature -- Bear

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ori, Keeper of Songs {2}{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.)
As long as you have an enduring story, Ori gets +1/+0 and has vigilance.

[sideboard]

3/3

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rage into the Valley {2}{B}

Sorcery

You draw a card and lose 1 life.
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]

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

Roads Go Ever, Ever On {1}{W}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I -- Search your library for up to two basic Plains cards, exile them, then shuffle. You gain 2 life.
II, III -- Put a card exiled with this Saga into its owner's hand.
IV -- Whenever you attack this turn, target creature you control gets +1/+1 until end of turn for each Plains you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ilGianB1 - Limited (Limited RC Super Qualifier) 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.

Silvan Reveler {2}{G}{U}

Creature -- Elf Citizen

When this creature enters, draw a card, then discard a card. If you discard a land card this way, put it from your graveyard onto the battlefield tapped.
Landfall -- Whenever a land you control enters, you may pay {1}{G}{U}. If you do, return this card from your graveyard to your hand.

[sideboard]

3/2

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

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 PLAY botbox.dev

The Chief Warg {2}{B}{G}

Legendary Creature -- Wolf

Menace (This creature can't be blocked except by two or more creatures.)
Ferocious -- Whenever you attack while you control a creature with power 4 or greater, you draw a card and lose 1 life.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Chief Warg {2}{B}{G}

Legendary Creature -- Wolf

Menace (This creature can't be blocked except by two or more creatures.)
Ferocious -- Whenever you attack while you control a creature with power 4 or greater, you draw a card and lose 1 life.

[sideboard]

3/3

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

Thrór's Map {2}

Legendary Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Velvetwing Butterflies {2}{W}

Creature -- Insect

Flying

[sideboard]

2/2

- - - ADVENTURE - - -

Gaze in Wonder {1}{W}

Instant -- Adventure

Tap one or two target creatures. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ilGianB1 - Limited (Limited RC Super Qualifier) sheet 5/6 - 8 cards - 2.5 x 3.5 in each

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Wargling 1G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wargling 1G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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