Bard's Company {2}{W}{U}

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.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bard the Bowman {1}{W}{U}

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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bejeweled Warg {1}{G}

Creature -- Wolf

Trample
Whenever this creature deals combat damage to a player, choose one --
* Put a +1/+1 counter on target Wolf you control.
* Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

3/2

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

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

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

Bilbo's Deadly Slice {1}{B}{B}

Instant

Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bilbo's Deadly Slice {1}{B}{B}

Instant

Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Reiam - 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.

Bilbo's Deadly Slice {1}{B}{B}

Instant

Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Bolg of the North {3}{B}{R}

Legendary Creature -- Goblin Soldier

When Bolg enters, you may sacrifice another creature. When you do, Bolg deals damage equal to that creature's power to another target creature. If excess damage was dealt this way, amass Goblins X, where X is that excess damage. (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.)

[sideboard]

5/5

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

Confusticate and Bebother {2}{U}

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

Dori, Bearer of Friends {2}{R}

Legendary Creature -- Dwarf Warrior

Trample
When Dori enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Reiam - Limited (Limited RC Super Qualifier) sheet 2/11 - 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.

Down in the Valley {2}{G}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I -- Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
II -- This Saga gains "Landfall -- Whenever a land you control enters, create a 1/1 green Elf creature token."
III, IV -- Elves you control get +1/+0 and gain vigilance until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreaded Bat-Cloud {4}{B}

Creature -- Bat

This spell costs {3} less to cast if a creature died this turn.
Flying, deathtouch

[sideboard]

4/2

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

Dwarven Mauler {R}

Creature -- Dwarf Warrior

Equip abilities you activate that target this creature cost {2} less to activate.

[sideboard]

2/1

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

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

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

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

Playtest cards - Reiam - Limited (Limited RC Super Qualifier) sheet 3/11 - 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.

Gandalf, Spark Starter {4}{R}{R}

Legendary Creature -- Avatar Wizard

Reach
When Gandalf enters, he deals 3 damage divided as you choose among one, two, or three targets.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gandalf, Spark Starter {4}{R}{R}

Legendary Creature -- Avatar Wizard

Reach
When Gandalf enters, he deals 3 damage divided as you choose among one, two, or three targets.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gandalf, Wandering Wizard {4}{U}

Legendary Creature -- Avatar Wizard

Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)
{6}: Gandalf's owner shuffles him into their library and draws three cards.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Getaway Barrel {3}{R}

Artifact

When this artifact is put into a graveyard from the battlefield, reveal the top thirteen cards of your library. Put a random creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glóin the Mighty {3}{R}

Legendary Creature -- Dwarf Warrior

At the beginning of your first main phase, add {R}{R}.

[sideboard]

4/3

- - - ADVENTURE - - -

Easy Pickings {2}{R}

Sorcery -- Adventure

Easy Pickings deals 1 damage to each creature your opponents control. (Then exile this card. You may cast the creature later from exile.)

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 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 the Abandoned {1}{B}

Legendary Creature -- Halfling Horror

Gollum can't block.
When Gollum enters, exile up to one target card from an opponent's graveyard. Each opponent loses 2 life.
{2}, Sacrifice an artifact or creature: Return this card from your graveyard to your hand. Activate only as a sorcery.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Gundabad Opportunist {3}{R}

Creature -- Goblin Rogue

When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.

[sideboard]

4/2

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

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

Inside Information {X}{B}{B}

Sorcery

Exile the top X cards of target opponent's library. You may play those cards this turn. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Hills Blacksmith {1}{W}

Creature -- Dwarf Artificer

Double strike
When this creature enters, create a colorless Equipment artifact token named Axe with "Equipped creature gets +1/+0" and equip {2}.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Iron Hills Stalwart {4}{R}

Creature -- Dwarf Warrior

Reach, trample
When this creature enters, attach target Equipment you control to up to one target creature you control.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Last Light of Durin's Day {1}{R}

Enchantment

Whenever a Mountain you control enters, put a quest counter on this enchantment. If it has six or more quest counters on it, sacrifice it. If you do, search your hand and/or library for a Dragon card and put it onto the battlefield. If you search your library this way, shuffle.
Mountaincycling {2} ({2}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)

[sideboard]

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

Magnificent End {4}{W}

Instant

This spell costs {3} less to cast if it targets a tapped creature.
Magnificent End deals 5 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mirkwood Meditator (2)(U)

Creature -- Elf Druid

Landfall -- Whenever a land you control enters, you may have this creature's base power and toughness become 4/2 until end of turn.

[sideboard]

2/4

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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

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

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

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

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

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Ordinary Bear {3}{G}

Creature -- Bear

[sideboard]

4/5

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

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

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

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

Ragged Short Spear {1}{R}

Artifact -- Equipment

When this Equipment enters, you may discard a card. If you do, draw two cards.
Equipped creature gets +2/+0.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ragged Short Spear {1}{R}

Artifact -- Equipment

When this Equipment enters, you may discard a card. If you do, draw two cards.
Equipped creature gets +2/+0.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenhill Flock {3}{U}

Creature -- Bird

Flying
Whenever you draw a card, put a +1/+1 counter on this creature.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

Reverent Howl (2)(B)

Instant

Choose one --
* Target player draws two cards and loses 2 life.
* Target creature gets +2/+2 and gains lifelink until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reverent Howl (2)(B)

Instant

Choose one --
* Target player draws two cards and loses 2 life.
* Target creature gets +2/+2 and gains lifelink until end of turn.

[sideboard]

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

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

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

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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 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 Lonely Mountain

Land -- Mountain

({T}: Add {R}.)
This land enters tapped unless you control an Equipment.
{4}{R}, {T}: Create a 2/2 red Dwarf creature token. This ability costs {1} less to activate for each Equipment you control. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Lord of the Eagles {7}{U}{U}

Legendary Creature -- Bird Noble

Flash
This spell costs {X} less to cast, where X is the total power of creatures you control with flying.
Flying

[sideboard]

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Queen of Dale {1}{W}

Legendary Creature -- Human Noble

Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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]

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 - Reiam - Limited (Limited RC Super Qualifier) sheet 10/11 - 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.

Vow to Erebor {1}{W}

Instant

Untap target creature you control. It gets +2/+2 until end of turn. If it's a Dwarf, you may attach an Equipment you control to it.

[sideboard]

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Vow to Erebor {1}{W}

Instant

Untap target creature you control. It gets +2/+2 until end of turn. If it's a Dwarf, you may attach an Equipment you control to it.

[sideboard]

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Warg Tactics {1}{G}

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 PLAY botbox.dev

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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