An Unexpected Party

Card

[sideboard]

- - - OTHER FACE - - -

An Unexpected Party

Card

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

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, Thief in the Night {1}{U}

Legendary Creature -- Halfling Rogue

Spells you cast from anywhere other than your hand cost {1} less to cast.
Whenever Bilbo attacks, you may cast an artifact, instant, or sorcery spell from your graveyard. If an instant or sorcery spell cast this way would be put into your graveyard, exile it instead.

[sideboard]

2/2

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

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

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

Playtest cards - dawido - 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.

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 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

Elven Passage

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)

[sideboard]

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

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

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

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

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.

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

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

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.

[sideboard]

1/2

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

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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

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

The Sackville-Bagginses {1}{B}

Legendary Creature -- Halfling Citizen

When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token.
Whenever you sacrifice a token, target opponent loses 1 life.

[sideboard]

2/2

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

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

Playtest cards - dawido - 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.

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

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Woodland Weavemaster 1G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodland Weavemaster 1G

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

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.