Azog, Moria's Ruin {2}{B}

Legendary Creature -- Goblin Soldier

When Azog enters, destroy up to one other target creature. Its controller amasses Goblins X, where X is that creature's power. If you controlled that creature, draw a card. (To amass Goblins X, that player puts X +1/+1 counters on an Army they control. It's also a Goblin. If they don't control an Army, they create a 0/0 black Goblin Army creature token first.)

[sideboard]

1/3

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

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

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

Instant

Destroy target creature.

[sideboard]

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

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

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

Playtest cards - reghinaRex - 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.

Celebrate the Mountain-king 3W

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

Dáin Ironfoot 2R

Legendary Creature -- Dwarf Warrior

When Dáin enters, create a colorless Equipment artifact token named Axe with "Equipped creature gets +1/+0" and equip {2}. When you do, attach it to target creature you control.
Whenever Dáin attacks, each equipped attacking creature gains double strike until end of turn.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dori, Bearer of Friends 2R

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

Dori, Bearer of Friends 2R

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

Down, Down to Goblin-town 2B

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

Dreaded Bat-Cloud 4B

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

Dreaded Bat-Cloud 4B

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

Elvenking's Halls

Land

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

[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.

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

Esgaroth Garrison (4)(W)

Creature -- Human Soldier

Esgaroth Garrison's power is equal to the number of creatures you control.
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]

***/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fíli the Pathfinder (3)(W)

Legendary Creature -- Dwarf Scout

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, creatures you control get +1/+1.
Whenever Fíli or another nontoken Dwarf you control enters, create a 2/2 red Dwarf creature token.

[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

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

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

Playtest cards - reghinaRex - 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, 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

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-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

Playtest cards - reghinaRex - Limited (Limited RC Super Qualifier) sheet 4/11 - 8 cards - 2.5 x 3.5 in each

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Guardian of the Halls 1G

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 1G

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 3R

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

Gundabad Opportunist 3R

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

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

Key to the Side-Door 1

Artifact

{2}, {T}: Target creature can't be blocked this turn.
{1}, {T}, Discard a legendary card with the same name as a legendary permanent you control: Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lakeshore Apothecary 1U

Creature -- Human Cleric

Vigilance
Whenever you draw your second card each turn, put a +1/+1 counter on this creature.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - reghinaRex - Limited (Limited RC Super Qualifier) sheet 5/11 - 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.

Lakeshore Apothecary {1}{U}

Creature -- Human Cleric

Vigilance
Whenever you draw your second card each turn, put a +1/+1 counter on this creature.

[sideboard]

1/2

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

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

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

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

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

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

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.

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

My Precious {3}

Legendary Artifact -- Equipment

Equipped creature has hexproof and can't be blocked.
Equip--{2}, Pay 2 life.

[sideboard]

- - - ADVENTURE - - -

Allure of Power {1}{B}

Instant -- Adventure

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

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

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

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

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

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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

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

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

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

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

Playtest cards - reghinaRex - Limited (Limited RC Super Qualifier) sheet 8/11 - 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.

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

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

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

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's Fury {1}{R}

Instant

Target creature gets +3/+0 and gains reach and first strike 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

Snowslope Hunter {2}{R}

Creature -- Goblin Ranger

Sacrifice another creature or artifact: Exile the top card of your library. You may play it until the end of your next turn. Activate only during your turn and only once each turn.

[sideboard]

2/3

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 Eagles Are Coming! (1)(W)

Instant

Kicker {2}{W}{W} (You may pay an additional {2}{W}{W} as you cast this spell.)
Choose target creature you own. If this spell was kicked, instead choose any number of target creatures you own. Return each chosen creature to your hand. At the beginning of the next upkeep, create a 4/4 white Bird Soldier creature token with flying for each creature returned to your hand this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thranduil's Decree (4)(U)(U)

Instant

Counter target spell. If a permanent spell is countered this way, exile it instead of putting it into its owner's graveyard. You may cast that card without paying its mana cost for as long as it remains exiled.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thranduil, the Elvenking (2)(B)(G)(U)

Legendary Creature -- Elf Noble

Thranduil has all activated abilities of all Elf cards in your graveyard.
Whenever another legendary Elf you control enters, draw two cards, then discard a card.

[sideboard]

5/6

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[sideboard]

5/6

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

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

Playtest cards - reghinaRex - 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.

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

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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

Wood Elves {2}{G}

Creature -- Elf Scout

When this creature enters, search your library for a Forest card, put that card onto the battlefield, then shuffle.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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