An Unexpected Party {2}{W}{W}

Enchantment

As this enchantment enters, choose a creature type.
Creatures you control of the chosen type get +2/+2.

- - - ADVENTURE - - -

At the Door {X}{2}{W}

Sorcery -- Adventure

Create X 2/2 red Dwarf creature tokens. (Then exile this card. You may cast the enchantment later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Astelli Reclaimer {3}{W}{W}

Creature -- Angel Warrior

Flying
When this creature enters, return target noncreature, nonland permanent card with mana value X or less from your graveyard to the battlefield, where X is the amount of mana spent to cast this creature.
Warp {2}{W}

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning {R}

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dáin's Company {R}{W}

Creature -- Dwarf Warrior

This creature has lifelink as long as you control another Dwarf.
When this creature enters, look at the top four cards of your library. You may reveal a Dwarf or Equipment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desert Were-Worm {4}{R}{R}

Creature -- Dragon Wurm

This creature gets +2/+0 for each Mountain you control.
Whenever you attack with creatures with total power 12 or greater for the first time each turn, untap all attacking creatures. After this phase, there is an additional combat phase.

0/5

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.")

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Focus Fire {W}

Instant

Focus Fire deals X damage to target attacking or blocking creature, where X is 2 plus the number of creatures and/or Spacecraft you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Focus Fire {W}

Instant

Focus Fire deals X damage to target attacking or blocking creature, where X is 2 plus the number of creatures and/or Spacecraft you control.

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

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kíli the Resourceful {1}{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, you may pay {0} rather than pay the equip cost of the first equip ability you activate each turn.
Whenever another Dwarf or Equipment you control enters, draw a card. This ability triggers only once each turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike {1}{R}

Instant

Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike {1}{R}

Instant

Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mabel, Valley Hero {1}{R}{W}

Legendary Creature -- Mouse Soldier

Whenever Mabel or another creature you control enters, put a +1/+1 counter on target creature that entered this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mabel, Valley Hero {1}{R}{W}

Legendary Creature -- Mouse Soldier

Whenever Mabel or another creature you control enters, put a +1/+1 counter on target creature that entered this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Momo, Friendly Flier {W}

Legendary Creature -- Lemur Bat Ally

Flying
The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast.
Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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.

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nova Hellkite {3}{R}{R}

Creature -- Dragon

Flying, haste
When this creature enters, it deals 1 damage to target creature an opponent controls.
Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

4/5

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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Óin the Brave {1}{R}

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As long as you have an enduring story, Óin gets +1/+0 and has haste.
{1}, {T}, Discard a card: Draw a card.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

1/3

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pain for All {2}{R}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, enchanted creature deals damage equal to its power to any other target.
Whenever enchanted creature is dealt damage, it deals that much damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - qxqlo - Standard (???1 / Standard Cup 1) sheet 5/10 - 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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sami, Ship's Engineer {2}{R}{W}

Legendary Creature -- Human Artificer

At the beginning of your end step, if you control two or more tapped creatures, create a tapped 2/2 colorless Robot artifact creature token.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - qxqlo - Standard (???1 / Standard Cup 1) sheet 6/10 - 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.

Surgical Precision {1}{W}

Sorcery

Choose one --
* Destroy target creature with toughness 4 or greater. You gain 1 life.
* You draw a card and gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surgical Precision {1}{W}

Sorcery

Choose one --
* Destroy target creature with toughness 4 or greater. You gain 1 life.
* You draw a card and gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Take Up the Shield {1}{W}

Instant

Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thorin Oakenshield {R}{W}

Legendary Creature -- Dwarf Noble

Trample
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, artifacts and creatures you control have ward {1}.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twin Blades {2}{R}

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains double strike until end of turn.
Equipped creature gets +1/+1.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - qxqlo - Standard (???1 / Standard Cup 1) sheet 7/10 - 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Machine, Legacy of Iron {2}{R/W}

Legendary Artifact Creature -- Human Hero

Flying
At the beginning of combat on your turn, another target creature you control gets +X/+0 until end of turn, where X is War Machine's power.

1/3

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.)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Awaken the Inferno {4}{R}

Sorcery

Awaken the Inferno deals 6 damage to target creature or planeswalker an opponent controls. Put a +1/+1 counter on up to one target creature you control.
Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

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

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

Bothersome Noisemaker {1}{R}

Creature -- Goblin Bard

Whenever you cast a noncreature spell, 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.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - qxqlo - Standard (???1 / Standard Cup 1) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Dáin, Lord of the Iron Hills {1}{W}

Legendary Creature -- Dwarf Noble

Vigilance
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 can't attack you unless their controller pays {1} for each of those creatures.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Invasion Reinforcements {1}{W}

Creature -- Human Warrior Ally

Flash
When this creature enters, create a 1/1 white Ally creature token.

[sideboard]

1/1

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

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

Rust Harvester {R}

Artifact Creature -- Robot

Menace
{2}, {T}, Exile an artifact card from your graveyard: Put a +1/+1 counter on this creature, then it deals damage equal to its power to any target.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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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

Systems Override {2}{R}

Sorcery

Gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn. If it's a Spacecraft, put ten charge counters on it. If you do, remove ten charge counters from it at the beginning of the next end step.

[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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