Bilbo Baggins, Burglar 2U

Legendary Creature -- Halfling Rogue

When Bilbo Baggins enters, draw a card.

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 Baggins, Burglar 2U

Legendary Creature -- Halfling Rogue

When Bilbo Baggins enters, draw a card.

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 Baggins, Burglar 2U

Legendary Creature -- Halfling Rogue

When Bilbo Baggins enters, draw a card.

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 Baggins, Burglar 2U

Legendary Creature -- Halfling Rogue

When Bilbo Baggins enters, draw a card.

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 1U

Legendary Creature -- Halfling Rogue

Bilbo can't be blocked.
Whenever Bilbo deals combat damage to a player, draw a card, then discard a card.

1/1

- - - ADVENTURE - - -

Burglar's Plot 4U

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 1U

Legendary Creature -- Halfling Rogue

Bilbo can't be blocked.
Whenever Bilbo deals combat damage to a player, draw a card, then discard a card.

1/1

- - - ADVENTURE - - -

Burglar's Plot 4U

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

Confusticate and Bebother 2U

Instant

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ypeof - Standard (???1 / Standard Cup 1) sheet 1/8 - 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.

Great Gilded Boat (2)(U)

Artifact -- Vehicle

Whenever you attack, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)
Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ypeof - Standard (???1 / Standard Cup 1) sheet 3/8 - 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ypeof - Standard (???1 / Standard Cup 1) sheet 4/8 - 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lakeshore Apothecary {1}{U}

Creature -- Human Cleric

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ypeof - Standard (???1 / Standard Cup 1) sheet 5/8 - 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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lakeshore Apothecary (1)(U)

Creature -- Human Cleric

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lakeshore Apothecary (1)(U)

Creature -- Human Cleric

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Most Decrepit Old Bird (U)

Creature -- Bird

Flying
Threshold -- This creature gets +1/+1 as long as there are seven or more cards in your graveyard.

1/1

- - - ADVENTURE - - -

Speak Secrets (1)(U)

Sorcery -- Adventure

Mill four cards, then put an instant or sorcery card from among them into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Most Decrepit Old Bird (U)

Creature -- Bird

Flying
Threshold -- This creature gets +1/+1 as long as there are seven or more cards in your graveyard.

1/1

- - - ADVENTURE - - -

Speak Secrets (1)(U)

Sorcery -- Adventure

Mill four cards, then put an instant or sorcery card from among them into your hand.

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.

1/2

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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roll-Roll-Roll-Roll (2)(U)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III, IV -- Exile up to one target creature or land you control. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ypeof - Standard (???1 / Standard Cup 1) sheet 6/8 - 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.

Roll-Roll-Roll-Roll (2)(U)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III, IV -- Exile up to one target creature or land you control. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

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

8/8

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

8/8

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uncover the Moon-Letters (3)(U)

Enchantment

Whenever you cast a noncreature spell, you may draw X cards, where X is the amount of mana spent to cast that spell. If you do, discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uncover the Moon-Letters (3)(U)

Enchantment

Whenever you cast a noncreature spell, you may draw X cards, where X is the amount of mana spent to cast that spell. If you do, discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uncover the Moon-Letters (3)(U)

Enchantment

Whenever you cast a noncreature spell, you may draw X cards, where X is the amount of mana spent to cast that spell. If you do, discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ypeof - Standard (???1 / Standard Cup 1) sheet 7/8 - 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.

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.

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.

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.

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.

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.