

<p>Bilbo Baggins, Burglar (2)(U)</p> <p>Legendary Creature -- Halfling Rogue</p> <p>When Bilbo Baggins enters, draw a card.</p> <p>2/1</p> <p>----- ADVENTURE -----</p> <p>Take a Glance (U)</p> <p>Sorcery -- Adventure</p> <p>Scry 2. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Bilbo Baggins, Burglar (2)(U)</p> <p>Legendary Creature -- Halfling Rogue</p> <p>When Bilbo Baggins enters, draw a card.</p> <p>2/1</p> <p>----- ADVENTURE -----</p> <p>Take a Glance (U)</p> <p>Sorcery -- Adventure</p> <p>Scry 2. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Bilbo Baggins, Burglar (2)(U)</p> <p>Legendary Creature -- Halfling Rogue</p> <p>When Bilbo Baggins enters, draw a card.</p> <p>2/1</p> <p>----- ADVENTURE -----</p> <p>Take a Glance (U)</p> <p>Sorcery -- Adventure</p> <p>Scry 2. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Bilbo Baggins, Burglar (2)(U)</p> <p>Legendary Creature -- Halfling Rogue</p> <p>When Bilbo Baggins enters, draw a card.</p> <p>2/1</p> <p>----- ADVENTURE -----</p> <p>Take a Glance (U)</p> <p>Sorcery -- Adventure</p> <p>Scry 2. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Bilbo, Luckwearer (1)(U)</p> <p>Legendary Creature -- Halfling Rogue</p> <p>Bilbo can't be blocked. Whenever Bilbo deals combat damage to a player, draw a card, then discard a card.</p> <p>1/1</p> <p>----- ADVENTURE -----</p> <p>Burglar's Plot (4)(U)</p> <p>Sorcery -- Adventure</p> <p>Exchange control of two target nonland permanents that share a card type. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Bilbo, Luckwearer (1)(U)</p> <p>Legendary Creature -- Halfling Rogue</p> <p>Bilbo can't be blocked. Whenever Bilbo deals combat damage to a player, draw a card, then discard a card.</p> <p>1/1</p> <p>----- ADVENTURE -----</p> <p>Burglar's Plot (4)(U)</p> <p>Sorcery -- Adventure</p> <p>Exchange control of two target nonland permanents that share a card type. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Confusticate and Bebother (2)(U)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> * Counter target spell unless its controller pays {4}. * Draw two cards, then discard a card. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Confusticate and Bebother (2)(U)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> * Counter target spell unless its controller pays {4}. * Draw two cards, then discard a card. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - ypeof - Standard (???? / Standard Cup 2)

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sheet 1/8 - 8 cards - 2.5 x 3.5 in each

<div><div>Great Gilded Boat</div><div><div>2</div><div>U</div></div></div> <div>Artifact -- Vehicle</div> <div><p>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.)</p><p>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.)</p></div> <div><div>4/4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div>Lakeshore Apothecary (1)(U)</div> <div>Creature -- Human Cleric</div> <div>Vigilance Whenever you draw your second card each turn, put a +1/+1 counter on this creature.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lakeshore Apothecary (1)(U)</div> <div>Creature -- Human Cleric</div> <div>Vigilance Whenever you draw your second card each turn, put a +1/+1 counter on this creature.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lakeshore Apothecary (1)(U)</div> <div>Creature -- Human Cleric</div> <div>Vigilance Whenever you draw your second card each turn, put a +1/+1 counter on this creature.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Most Decrepit Old Bird (U)</div> <div>Creature -- Bird</div> <div>Flying Threshold -- This creature gets +1/+1 as long as there are seven or more cards in your graveyard.</div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div>Speak Secrets (1)(U)</div> <div>Sorcery -- Adventure</div> <div>Mill four cards, then put an instant or sorcery card from among them into your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div> Roll-Roll-Roll-Roll <div> <div>2</div> <div>U</div> </div> </div> <div> Enchantment -- Saga </div> <div> (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. </div> <div> <div>8/8</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> The Lord of the Eagles <div> <div>7</div> <div>U</div> <div>U</div> </div> </div> <div> Legendary Creature -- Bird Noble </div> <div> Flash This spell costs {X} less to cast, where X is the total power of creatures you control with flying. Flying </div> <div> <div>8/8</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> The Lord of the Eagles <div> <div>7</div> <div>U</div> <div>U</div> </div> </div> <div> Legendary Creature -- Bird Noble </div> <div> Flash This spell costs {X} less to cast, where X is the total power of creatures you control with flying. Flying </div> <div> <div>8/8</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Thranduil's Decree <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div> Instant </div> <div> 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. </div> <div> <div>8/8</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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Uneasy Partings

3U

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.

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