Attercop {1}{G}

Creature -- Spider

Reach, deathtouch
Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bejeweled Warg {1}{G}

Creature -- Wolf

Trample
Whenever this creature deals combat damage to a player, choose one --
* Put a +1/+1 counter on target Wolf you control.
* 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

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

Instant

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Instant

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Instant

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chief Warg's Company {1}{B}{G}

Creature -- Wolf

Trample
This creature can't attack unless you control two or more other Wolves.
At the beginning of your upkeep, create a 2/2 green Wolf creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crude Bent Blade {2}{B}

Artifact -- Equipment

When this Equipment enters, target opponent sacrifices a creature of their choice.
Equipped creature gets +2/+1.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Down, Down to Goblin-town {2}{B}

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gathering of Darkness {3}{B}

Sorcery

Return up to one target creature card from your graveyard to your hand.
Amass Goblins 3. (Put three +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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gathering of Darkness {3}{B}

Sorcery

Return up to one target creature card from your graveyard to your hand.
Amass Goblins 3. (Put three +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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Ugly-Looking Goblin {5}{B}

Creature -- Goblin Soldier

Each creature you control with a +1/+1 counter on it has menace. (It can't be blocked except by two or more creatures.)

4/4

- - - ADVENTURE - - -

Clap! Snap! {1}{B}

Sorcery -- Adventure

Amass Goblins 2. (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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Head of the Hunt {2}{B}{B}

Creature -- Wolf

Flash
If a creature an opponent controls would die, exile it instead. When you do, create a 2/2 green Wolf creature token.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Large Bear {3}{B/G}{B/G}

Creature -- Bear

Reach, trample, haste

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirkwood

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirkwood Pathmaker {2}{G}

Creature -- Elf Ranger

Mirkwood Pathmaker's power and toughness are each equal to the number of lands you control.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Serna, Xavier - Limited (Boa Qualifier #4 2026 (The Hobbit limited)) sheet 3/13 - 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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radagast of Rhosgobel {2}{G}{G}

Legendary Creature -- Avatar Wizard

The first creature spell you cast each turn costs {2} less to cast and can be cast as though it had flash.

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

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({T}: Add {B}.)

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({T}: Add {B}.)

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Master of Lake-town {1}{B}{B}

Legendary Creature -- Human Advisor

Deathtouch
Whenever a player loses life, that player mills that many cards. (Damage causes loss of life.)
When The Master of Lake-town dies, draw a card for each graveyard with seven or more cards in it.

3/2

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.

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

Thrór's Map {2}

Legendary Artifact

When Thrór's Map enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.
{2}, {T}: Draw a card, then discard a card.

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Balin, Loremaster 3RR

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 Balin or another Dwarf you control enters, you may discard your hand. Draw X cards, where X is the number of cards discarded this way. If you have an enduring story, Balin deals X damage to each opponent.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bilbo Baggins, Burglar 2U

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 Baggins, Burglar 2U

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 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.

[sideboard]

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

Bothersome Noisemaker 1R

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

Boughside Wanderers 4GG

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

Confusticate and Bebother 2U

Instant

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

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

[sideboard]

2/2

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.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desolation of Smaug {2}{R}{R}

Sorcery

Desolation of Smaug deals 3 damage to each non-Dragon creature.
Add four mana in any combination of colors. Spend this mana only to cast Dragon spells.

[sideboard]

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.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duskwatch Hunter {2}{B/G}

Creature -- Wolf

This creature can't be blocked by tokens.
When this creature enters, put a +1/+1 counter on target creature.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duskwatch Hunter {2}{B/G}

Creature -- Wolf

This creature can't be blocked by tokens.
When this creature enters, put a +1/+1 counter on target creature.

[sideboard]

3/1

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

Eagle's Rescue {2}{W/U}{W/U}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2 and has flying.
{2}{W/U}{W/U}: Return this card from your graveyard to the battlefield attached to target creature you control with power 1 or less.
Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Eagle's Rescue {2}{W/U}{W/U}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2 and has flying.
{2}{W/U}{W/U}: Return this card from your graveyard to the battlefield attached to target creature you control with power 1 or less. Activate only as a sorcery.

[sideboard]

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

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

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

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

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

Goblin-town Flunkies {1}{R}

Creature -- Goblin Soldier

Haste
When this creature enters, 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]

1/1

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

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Gollum the Abandoned {1}{B}

Legendary Creature -- Halfling Horror

Gollum can't block.
When Gollum enters, exile up to one target card from an opponent's graveyard. Each opponent loses 2 life.
{2}, Sacrifice an artifact or creature: Return this card from your graveyard to your hand. Activate only as a sorcery.

[sideboard]

2/2

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

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

Little Bear {2}{G}

Creature -- Bear

Flash
When this creature enters, untap another target creature you control. If that creature is a Bear, put a +1/+1 counter on it.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Little Bear {2}{G}

Creature -- Bear

Flash
When this creature enters, untap another target creature you control. If that creature is a Bear, put a +1/+1 counter on it.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Little Bear {2}{G}

Creature -- Bear

Flash
When this creature enters, untap another target creature you control. If that creature is a Bear, put a +1/+1 counter on it.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long-Bodied Grey Dog {3}

Creature -- Dog

Flash
Reach
When this creature enters, create a tapped Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Master's Councillors {1}{U}

Creature -- Human Advisor

Vigilance
This creature gets +2/+0 for each graveyard with seven or more cards in it.
Whenever you draw your second card each turn, target player mills three cards. (They put the top three cards of their library into their graveyard.)

[sideboard]

1/3

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

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

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

Old Fat Spider Can't See Me {2}{U}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I -- Target creature you control gains hexproof for as long as this Saga remains on the battlefield.
II -- Prevent all damage that would be dealt by up to one target creature for as long as this Saga remains on the battlefield.
III, IV -- Draw a card.

[sideboard]

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.

[sideboard]

3/3

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

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

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

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

Stony-Voiced Goblins {1}{B}

Creature -- Goblin Bard

When this creature enters, each opponent discards a card.

[sideboard]

1/1

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}.

[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.

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]

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[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]

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

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

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]

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[sideboard]

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Equipped creature gets +1/+1.
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[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

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