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

Desolation Prowler {1}{B}

Creature -- Wolf

Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desolation Prowler {1}{B}

Creature -- Wolf

Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.

2/2

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

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

Playtest cards - Crevette72 - Limited (Boa Qualifier #4 2026 (The Hobbit limited)) sheet 1/16 - 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.

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

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}

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}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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.)

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.

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.

3/2

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.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nighthowl Pursuer {B}

Creature -- Wolf

Menace (This creature can't be blocked except by two or more creatures.)
Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.

1/1

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

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Crevette72 - Limited (Boa Qualifier #4 2026 (The Hobbit limited)) sheet 3/16 - 8 cards - 2.5 x 3.5 in each

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Ravening Warg 1B

Creature -- Wolf

Deathtouch
Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, you gain 2 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravening Warg 1B

Creature -- Wolf

Deathtouch
Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, you gain 2 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stony-Voiced Goblins 1B

Creature -- Goblin Bard

When this creature enters, each opponent discards a card.

1/1

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}.)

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Swamp

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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

The Chief Warg {2}{B}{G}

Legendary Creature -- Wolf

Menace (This creature can't be blocked except by two or more creatures.)
Ferocious -- Whenever you attack while you control a creature with power 4 or greater, you draw a card and lose 1 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Troll Negotiations {2}{G}{G}

Sorcery

Put two +1/+1 counters on target creature you control. Then it fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

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

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

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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An Unexpected Party

Card

[sideboard]

- - - OTHER FACE - - -

An Unexpected Party

Card

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's Gambit (1)(W)

Instant

Gift a Treasure (You may promise an opponent a gift as you cast this spell. If you do, they create a Treasure token before its other effects. It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Return target spell to its owner's hand. If the gift was promised, players can't cast spells this turn.

[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

Dwarven Mattock (2)

Artifact -- Equipment

When this Equipment enters, attach it to target Dwarf you control. Equipped creature gets +2/+2 and has ward {1}. (Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

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

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

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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

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

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

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

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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

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

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

Gundabad Opportunist {3}{R}

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 {3}{R}

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

Iron Hills Stalwart {4}{R}

Creature -- Dwarf Warrior

Reach, trample
When this creature enters, attach target Equipment you control to up to one target creature you control.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

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Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[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

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

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

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

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

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Long Lake Nuisance {3}{U}

Creature -- Bird

Flying
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]

3/1

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 Meditator {2}{U}

Creature -- Elf Druid

Landfall -- Whenever a land you control enters, you may have this creature's base power and toughness become 4/2 until end of turn.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[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

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

Ordinary Bear (3)(G)

Creature -- Bear

[sideboard]

4/5

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

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Ori, Keeper of Songs {2}{W}

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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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Crevette72 - Limited (Boa Qualifier #4 2026 (The Hobbit limited)) sheet 13/16 - 8 cards - 2.5 x 3.5 in each

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[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]

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Rage into the Valley 2B

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

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[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

Sting, Bilbo's Sword 2

Legendary Artifact -- Equipment

Flash
When Sting enters, put a hone counter on Sting for each creature target opponent controls. Attach Sting to up to one target creature you control. (Each hone counter on an Equipment grants +1/+0 to equipped creature.)
Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

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({T}: Add {B}.)

[sideboard]

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Basic Land -- Swamp

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Master of Lake-town 1BB

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.

[sideboard]

3/2

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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Mountain-king's Return 2W

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)
II -- Return target creature card with mana value 3 or less from your graveyard to the battlefield.
III -- Put a +1/+1 counter on up to one target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thranduil's Decree 4UU

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]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thranduil, Sindarin Liege 2G/UG/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.

[sideboard]

2/3

- - - ADVENTURE - - -

Silvan Rally 1G/UG/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

Through the Forest Gate 6GG

Sorcery

Look at the top twenty cards of your library, put any number of land cards from among them onto the battlefield tapped, then shuffle. You gain 8 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warg Tactics 1G

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

Wood Elves 2G

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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