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

Instant

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bolg's Company {B}{R}

Creature -- Goblin Soldier

This creature has haste as long as you control another Goblin.
{T}, Sacrifice another Goblin: Add {B}{R}.

2/2

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.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreaded Bat-Cloud {4}{B}

Creature -- Bat

This spell costs {3} less to cast if a creature died this turn.
Flying, deathtouch

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Front Porch Sentries {1}{B}

Creature -- Goblin Soldier

When this creature dies, target creature an opponent controls gets -1/-1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Front Porch Sentries {1}{B}

Creature -- Goblin Soldier

When this creature dies, target creature an opponent controls gets -1/-1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gnashing of Teeth {1}{B}{B}

Sorcery

Choose one --
* Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
* Creatures target player controls get -1/-1 until end of turn.

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Gui, Gui - Limited (Boa Qualifier #4 2026 (The Hobbit limited)) sheet 1/13 - 8 cards - 2.5 x 3.5 in each

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Gollum, Silent Slinker {3}{B}

Legendary Creature -- Halfling Horror

Menace (This creature can't be blocked except by two or more creatures.)

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

Gollum, Silent Slinker {3}{B}

Legendary Creature -- Halfling Horror

Menace (This creature can't be blocked except by two or more creatures.)

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

Great Fierce Bee {2}{B}

Creature -- Insect

Flying
Whenever one or more other creatures die, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/2

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.

4/2

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

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.

4/5

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.

4/5

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

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

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

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

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Ragged Short Spear {1}{R}

Artifact -- Equipment

When this Equipment enters, you may discard a card. If you do, draw two cards.
Equipped creature gets +2/+0.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravening Warg {1}{B}

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

Smaug, Wicked Worm {3}{B}{R}

Legendary Creature -- Dragon

Flying
When Smaug enters, create X tapped Treasure tokens, where X is the number of artifacts your opponents control.
Whenever you cast a spell, if mana from a Treasure was spent to cast it, you draw a card and lose 1 life.

5/5

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.

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Sackville-Bagginses (1)(B)

Legendary Creature -- Halfling Citizen

When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token.
Whenever you sacrifice a token, target opponent loses 1 life.

2/2

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

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.)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Attercop {1}{G}

Creature -- Spider

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Attercop {1}{G}

Creature -- Spider

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beorn, Reluctant Host {4}{G}

Legendary Creature -- Human Bear Shapeshifter

Trample

[sideboard]

5/5

- - - ADVENTURE - - -

Till and Tend {1}{G}

Sorcery -- Adventure

You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beorn, Reluctant Host {4}{G}

Legendary Creature -- Human Bear Shapeshifter

Trample

[sideboard]

5/5

- - - ADVENTURE - - -

Till and Tend {1}{G}

Sorcery -- Adventure

You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bilbo, Luckwearer {1}{U}

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 {4}{U}

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'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

Bofur, Reliable Guardian {W}

Legendary Creature -- Dwarf Scout

Lifelink

[sideboard]

1/1

- - - ADVENTURE - - -

Concerted Care {1}{W}

Instant -- Adventure

Target artifact or creature you control gains hexproof and indestructible until end of turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celebrate the Mountain-king {3}{W}

Enchantment

When this enchantment enters, for each opponent, exile up to one target nonland permanent that player controls until this enchantment leaves the battlefield.
When this enchantment 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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Confusticate and Bebother {2}{U}

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

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.

[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

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

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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

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

Elven Passage

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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}

[sideboard]

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

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

Lakeshore Apothecary {1}{U}

Creature -- Human Cleric

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

[sideboard]

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.

[sideboard]

1/2

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Lake-town

Land

This land enters tapped.
{T}: Add {W} or {U}.
{2}{W}{U}, {T}, Sacrifice this land: Put two +1/+1 counters on target Human you control. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lake-town Mariners 4UU

Creature -- Human Citizen

Vigilance
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

[sideboard]

6/5

- - - ADVENTURE - - -

Gone Fishing 3U

Instant -- Adventure

Exile two target creatures and/or lands you control, then return them to the battlefield under their owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lake-town Toymaker 3W

Creature -- Human Artificer

At the beginning of combat on your turn, if you've drawn two or more cards this turn, another target creature you control gets +3/+0 and gains first strike until end of turn.

[sideboard]

3/4

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 Lake Nuisance 3U

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

Mirkwood Meditator 2U

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

Mirkwood Nurturer 2G/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

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nasty Little Rabbit (G)

Creature -- Rabbit

Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, put a +1/+1 counter on this creature.

[sideboard]

1/2

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

Old Thrush (2)

Creature -- Bird

Flying
When this creature enters, you gain 2 life. You may search your library for a basic land card, reveal it, then shuffle and put that card on top.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Old Thrush (2)

Creature -- Bird

Flying
When this creature enters, you gain 2 life. You may search your library for a basic land card, reveal it, then shuffle and put that card on top.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Quarrel (1)(G)

Instant

Target creature you control deals damage equal to its power to target creature an opponent controls.

[sideboard]

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.

[sideboard]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

[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

Stone by Sunlight {1}{W}

Instant

Choose one --
* Destroy target creature with power 4 or greater.
* Until end of turn, target creature becomes an artifact in addition to its other types and gains indestructible. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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

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

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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.

[sideboard]

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.

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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Troop of Ponies (2)

Creature -- Horse

{2}, {T}, Sacrifice this creature: Search your library for up to two basic land cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle.

[sideboard]

2/1

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[sideboard]

2/1

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]

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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.)

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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.

[sideboard]

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.)

[sideboard]

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[sideboard]

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[sideboard]

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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