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| <div> <b>An Unexpected Party</b> <span>(2)(W)(W)</span> </div> <div>           Enchantment         </div> <div>           As this enchantment enters, choose a creature type. Creatures you control of the chosen type get +2/+2.         </div> <div>           ----- ADVENTURE -----         </div> <div> <b>At the Door</b> <span>(X)(2)(W)</span> </div> <div>           Sorcery -- Adventure         </div> <div>           Create X 2/2 red Dwarf creature tokens. (Then exile this card. You may cast the enchantment later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Bard's Company</b> <span>(2)(W)(U)</span> </div> <div>           Creature -- Human Citizen         </div> <div>           You may cast this spell as though it had flash if you control a Human. Other creatures you control get +1/+1. Whenever this creature enters or attacks, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)         </div> <div>           2/3         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                            | <div> <b>Bilbo Baggins, Burglar</b> <span>(2)(U)</span> </div> <div>           Legendary Creature -- Halfling Rogue         </div> <div>           When Bilbo Baggins enters, draw a card.         </div> <div>           2/1         </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Take a Glance</b> <span>(U)</span> </div> <div>           Sorcery -- Adventure         </div> <div>           Scry 2. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                    | <div> <b>Bilbo Baggins, Burglar</b> <span>(2)(U)</span> </div> <div>           Legendary Creature -- Halfling Rogue         </div> <div>           When Bilbo Baggins enters, draw a card.         </div> <div>           2/1         </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Take a Glance</b> <span>(U)</span> </div> <div>           Sorcery -- Adventure         </div> <div>           Scry 2. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Bilbo Baggins, Burglar</b> <span>(2)(U)</span> </div> <div>           Legendary Creature -- Halfling Rogue         </div> <div>           When Bilbo Baggins enters, draw a card.         </div> <div>           2/1         </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Take a Glance</b> <span>(U)</span> </div> <div>           Sorcery -- Adventure         </div> <div>           Scry 2. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                            | <div> <b>Bilbo, Luckwearer</b> <span>(1)(U)</span> </div> <div>           Legendary Creature -- Halfling Rogue         </div> <div>           Bilbo can't be blocked. Whenever Bilbo deals combat damage to a player, draw a card, then discard a card.         </div> <div>           1/1         </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Burglar's Plot</b> <span>(4)(U)</span> </div> <div>           Sorcery -- Adventure         </div> <div>           Exchange control of two target nonland permanents that share a card type. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Bilbo, Luckwearer</b> <span>(1)(U)</span> </div> <div>           Legendary Creature -- Halfling Rogue         </div> <div>           Bilbo can't be blocked. Whenever Bilbo deals combat damage to a player, draw a card, then discard a card.         </div> <div>           1/1         </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Burglar's Plot</b> <span>(4)(U)</span> </div> <div>           Sorcery -- Adventure         </div> <div>           Exchange control of two target nonland permanents that share a card type. (Then exile this card. You may cast the creature later from exile.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Celebrate the Mountain-king</b> <span>(3)(W)</span> </div> <div>           Enchantment         </div> <div>           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.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                            |

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| <div><div>Celebrate the Mountain-king (3)(W)</div><div>Enchantment</div><div>When this enchantment enters, for each opponent, exile up to one target nonland permanent that player controls until this enchantment leaves the battlefield.<br/>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hobbit Hole</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>Halflingcycling {4} ({4}, Discard this card: Search your library for a Halfling card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hobbit Hole</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>Halflingcycling {4} ({4}, Discard this card: Search your library for a Halfling card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                   | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                        | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                        | <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

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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

## Lakeshore Apothecary (1)(U)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lakeshore Apothecary (1)(U)

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**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

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lake-town

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③ W/U

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③ W/U

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.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> Plains </div> <div> Basic Land -- Plains </div> <div> ({T}: Add {W}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                       | <div> Plunder the Trollshaws 1U </div> <div> Instant </div> <div> Draw a card. If this spell was cast from a graveyard, draw two cards instead.<br/>Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                     | <div> Plunder the Trollshaws 1U </div> <div> Instant </div> <div> Draw a card. If this spell was cast from a graveyard, draw two cards instead.<br/>Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                | <div> Plunder the Trollshaws 1U </div> <div> Instant </div> <div> Draw a card. If this spell was cast from a graveyard, draw two cards instead.<br/>Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                |
| <div> Stone by Sunlight 1W </div> <div> Instant </div> <div> Choose one --<br/>* Destroy target creature with power 4 or greater.<br/>* 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.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> The Arkenstone 5 </div> <div> Legendary Artifact </div> <div> Creatures you control get +1/+1. At the beginning of your end step, draw a card. </div> <div> ----- ADVENTURE ----- </div> <div> Seek the Heart 2W </div> <div> Sorcery -- Adventure </div> <div> Search your library for a legendary creature card, reveal it, put it into your hand, then shuffle. (Then exile this card. You may cast the artifact later from exile.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> The Mountain-king's Return 2W </div> <div> Enchantment -- Saga </div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)<br/>II -- Return target creature card with mana value 3 or less from your graveyard to the battlefield.<br/>III -- Put a +1/+1 counter on up to one target creature. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> The Mountain-king's Return 2W </div> <div> Enchantment -- Saga </div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)<br/>II -- Return target creature card with mana value 3 or less from your graveyard to the battlefield.<br/>III -- Put a +1/+1 counter on up to one target creature. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

Playtest cards - trachy, trachy - Unknown format (Curiosity MTG: The Hobbit Week 1)

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.

sheet 5/6 - 8 cards - 2.5 x 3.5 in each

① W U

Reach  
Whenever you draw your second card  
each turn, put a +1/+1 counter on  
target creature. It gains lifelink  
until end of turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

```
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

②⑤

```
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

④⑤

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

④ W

This spell costs {3} less to cast if it targets a tapped creature.  
Magnificent End deals 5 damage to target creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ W

This spell costs {3} less to cast if it targets a tapped creature. Magnificent End deals 5 damage to target creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ① ②

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

```
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