Bilbo Baggins, Burglar 2U

Legendary Creature -- Halfling Rogue

When Bilbo Baggins enters, draw a card.

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

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Take a Glance U

Sorcery -- Adventure

Scry 2. (Then exile this card. You may cast the creature later from exile.)

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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.

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

Bilbo, Thief in the Night 1U

Legendary Creature -- Halfling Rogue

Spells you cast from anywhere other than your hand cost {1} less to cast.
Whenever Bilbo attacks, you may cast an artifact, instant, or sorcery spell from your graveyard. If an instant or sorcery spell cast this way would be put into your graveyard, exile it instead.

2/2

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.)

2/2

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2/2

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BadIdeasBureau - FreeForm (Curiosity MTG: The Hobbit Week 3) sheet 1/6 - 8 cards - 2.5 x 3.5 in each

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchant creature
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gandalf, Goblins' Bane {2}{R}

Legendary Creature -- Avatar Wizard

Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent.

2/3

- - - ADVENTURE - - -

Flameshape {1}{R}

Sorcery -- Adventure

Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard.

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.

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.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glóin the Mighty {3}{R}

Legendary Creature -- Dwarf Warrior

At the beginning of your first main phase, add {R}{R}.

4/3

- - - ADVENTURE - - -

Easy Pickings {2}{R}

Sorcery -- Adventure

Easy Pickings deals 1 damage to each creature your opponents control. (Then exile this card. You may cast the creature later from exile.)

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

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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.)
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Island

Basic Land -- Island

({T}: Add {U}.)

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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.

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.

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.)

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.)

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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

Uncover the Moon-Letters {3}{U}

Enchantment

Whenever you cast a noncreature spell, you may draw X cards, where X is the amount of mana spent to cast that spell. If you do, discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Burn, Burn, Tree and Fern {3}{R}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I -- This Saga deals 6 damage to target creature an opponent controls.
II -- Destroy target artifact an opponent controls.
III, IV -- Add {R}.

[sideboard]

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III, IV -- Add {R}.

[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

Glóin the Mighty {3}{R}

Legendary Creature -- Dwarf Warrior

At the beginning of your first main phase, add {R}{R}.

[sideboard]

4/3

- - - ADVENTURE - - -

Easy Pickings {2}{R}

Sorcery -- Adventure

Easy Pickings deals 1 damage to each creature your opponents control. (Then exile this card. You may cast the creature later from exile.)

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]

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.

[sideboard]

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.)

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