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.)

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.

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, Luckwearer 1U

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Burglar's Plot 4U

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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 Deadly Slice 1BB

Instant

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bilbo's Deadly Slice 1BB

Instant

Destroy target creature.

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

Playtest cards - Tragos - FreeForm (Curiosity MTG: The Hobbit Week 3) sheet 1/6 - 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.

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

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.

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

Gollum, Riddle Master (1)(B)

Legendary Creature -- Halfling Horror

As Gollum enters, choose odd or even. (Zero is even.)
Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen --
* Put a +1/+1 counter on Gollum.
* Each opponent loses 2 life and you gain 2 life.
* Draw a card.

3/1

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.)

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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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 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

Playtest cards - Tragos - FreeForm (Curiosity MTG: The Hobbit Week 3) sheet 2/6 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

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Lake-town Mariners {4}{U}{U}

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}.)

6/5

- - - ADVENTURE - - -

Gone Fishing {3}{U}

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

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.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

My Precious {3}

Legendary Artifact -- Equipment

Equipped creature has hexproof and can't be blocked.
Equip--{2}, Pay 2 life.

- - - ADVENTURE - - -

Allure of Power {1}{B}

Instant -- Adventure

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

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.

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stir Up Trouble {B}

Sorcery

As an additional cost to cast this spell, sacrifice an artifact or creature or pay {4}.
Destroy target creature.

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

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Playtest cards - Tragos - FreeForm (Curiosity MTG: The Hobbit Week 3) sheet 4/6 - 8 cards - 2.5 x 3.5 in each

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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

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III, IV -- Target opponent loses 1 life and you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchanted River's Grasp {2}{U}

Enchantment -- Aura

Enchant creature
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[sideboard]

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.)

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riddles in the Dark {2}{U}

Instant

Look at the top four cards of your library and separate them into a face-down pile and a face-up pile. An opponent chooses one of the piles. Put that pile into your hand and the other into your graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stir Up Trouble {B}

Sorcery

As an additional cost to cast this spell, sacrifice an artifact or creature or pay {4}.
Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thranduil's Decree {4}{U}{U}

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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