An Unexpected Party

Card

- - - OTHER FACE - - -

An Unexpected Party

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dori, Bearer of Friends 2R

Legendary Creature -- Dwarf Warrior

Trample
When Dori enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/2

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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.)

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Dwarven Mauler R

Creature -- Dwarf Warrior

Equip abilities you activate that target this creature cost {2} less to activate.

2/1

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Playtest cards - dark, king - Unknown format (Curiosity MTG: The Hobbit Week 2) 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.

Dwarven Shortsword 3W

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.)

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Glóin the Mighty 3R

Legendary Creature -- Dwarf Warrior

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

4/3

- - - ADVENTURE - - -

Easy Pickings 2R

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.)

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Iron Hills Blacksmith 1W

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}.

1/1

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Kíli the Resourceful 1W

Legendary Creature -- Dwarf Scout

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, you may pay {0} rather than pay the equip cost of the first equip ability you activate each turn.
Whenever another Dwarf or Equipment you control enters, draw a card. This ability triggers only once each turn.

1/2

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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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

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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.

1/3

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1/3

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Orcrist, Goblin-cleaver {3}

Legendary Artifact -- Equipment

Equipped creature gets +2/+2 and has trample.
Whenever equipped creature deals combat damage to a player, choose a creature type. Create a Treasure token for each creature you control of that type.
Equip {3}

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Plains

Basic Land -- Plains

({T}: Add {W}.)

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({T}: Add {W}.)

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Playtest cards - dark, king - Unknown format (Curiosity MTG: The Hobbit Week 2) sheet 4/6 - 8 cards - 2.5 x 3.5 in each

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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.)

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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]

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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]

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[sideboard]

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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]

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