An Unexpected Party

Card

- - - OTHER FACE - - -

An Unexpected Party

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bothersome Noisemaker (1)(R)

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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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}.

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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.)

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Dori, Bearer of Friends (2)(R)

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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Playtest cards - trachy, trachy - FreeForm (Curiosity MTG: The Hobbit Week 4) 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.

Dori, Bearer of Friends 2R

Legendary Creature -- Dwarf Warrior

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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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Fili the Pathfinder

(card data unavailable)

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Goblin Plate Mail 1B/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}

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Equipped creature gets +1/+0 and has menace.
Equip {4}

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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.

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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}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kili the Resourceful

(card data unavailable)

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Oin the Brave

(card data unavailable)

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Ori, Keeper of Songs {2}{W}

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.)
As long as you have an enduring story, Ori gets +1/+0 and has vigilance.

3/3

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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({T}: Add {W}.)

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Smaug, the Great Calamity

Card

- - - OTHER FACE - - -

Smaug, the Great Calamity

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The Mountain-king's Return (2)(W)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)
II -- Return target creature card with mana value 3 or less from your graveyard to the battlefield.
III -- Put a +1/+1 counter on up to one target creature.

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[sideboard]

1/1

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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

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[sideboard]

2/2

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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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[sideboard]

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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.)

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