An Unexpected Party

Card

- - - OTHER FACE - - -

An Unexpected Party

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bifur, Melodic Rider {4}{R/W}{R/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.)
Whenever Bifur enters or attacks, put a +1/+1 counter on target creature.
As long as you have an enduring story, if a triggered ability of a Dwarf you control triggers, that ability triggers an additional time.

4/5

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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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Dáin, Lord of the Iron Hills {1}{W}

Legendary Creature -- Dwarf Noble

Vigilance
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, creatures can't attack you unless their controller pays {1} for each of those creatures.

2/2

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2/2

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Dwarven Provisioner {1}{W}

Creature -- Dwarf Citizen

{3}{W}: Creatures you control get +1/+1 until end of turn.

2/2

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2/2

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Playtest cards - BadIdeasBureau - 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.

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2/2

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Fíli the Pathfinder {3}{W}

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, creatures you control get +1/+1.
Whenever Fíli or another nontoken Dwarf you control enters, create a 2/2 red Dwarf creature token.

2/2

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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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Kíli the Resourceful {1}{W}

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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Moment of Glory {W}

Sorcery

Put a +1/+1 counter on target creature you control. If this spell was cast from a graveyard, also put a +1/+1 counter on each other creature you control.
Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Playtest cards - BadIdeasBureau - FreeForm (Curiosity MTG: The Hobbit Week 4) sheet 2/6 - 8 cards - 2.5 x 3.5 in each

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Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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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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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Basic Land -- Plains

({T}: Add {W}.)

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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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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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Velvetwing Butterflies {2}{W}

Creature -- Insect

Flying

2/2

- - - ADVENTURE - - -

Gaze in Wonder {1}{W}

Instant -- Adventure

Tap one or two target creatures. (Then exile this card. You may cast the creature later from exile.)

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Magnificent End deals 5 damage to target creature.

[sideboard]

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[sideboard]

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Moment of Glory {W}

Sorcery

Put a +1/+1 counter on target creature you control. If this spell was cast from a graveyard, also put a +1/+1 counter on each other creature you control.
Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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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}

[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.)

[sideboard]

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The Arkenstone {5}

Legendary Artifact

Creatures you control get +1/+1.
At the beginning of your end step, draw a card.

[sideboard]

- - - ADVENTURE - - -

Seek the Heart {2}{W}

Sorcery -- Adventure

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.)

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Thorin's Last Stand {2}{W}{W}

Instant

Choose one --
* Creatures you control get +2/+1 until end of turn.
* Destroy target artifact or enchantment. You gain 2 life.

[sideboard]

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