



THE
HOBBIT™

WIZARDS
OF THE COAST

MIDDLE
EARTH
ENTERPRISES

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Lie Setiawan

BLADE OF SELVES ②

ARTIFACT — EQUIPMENT

Equipped creature has myriad.

*(Whenever it attacks, for each opponent other than
defending player, you may create a token copy
that's tapped and attacking that player
or a planeswalker they control.*

*Exile the tokens at end
of combat.)*

Equip ④

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Volkan Boga



MIRARI 5

LEGENDARY ARTIFACT

Whenever you cast an instant or sorcery spell, you may pay $\{3\}$. If you do, copy that spell. You may choose new targets for the copy.

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igor Kieryluk

BATTERSKULL 5

LEGENDARY ARTIFACT

Living weapon (*When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.*)

Equipped creature gets +4/+4 and has vigilance and lifelink.

⑤: Return this Equipment to its owner's hand.

Equip 5

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Chris Rahn

BLACKBLADE REFORGED ②

LEGENDARY ARTIFACT — EQUIPMENT

Equipped creature gets +1/+1 for each land you control.

Equip legendary creature ③

Equip ⑦

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Scott Chou



CAGED SUN 6

ARTIFACT

As this artifact enters, choose a color.

Creatures you control of the chosen color get +1/+1.

Whenever a land's ability causes you
to add one or more mana of
the chosen color, add one
additional mana of
that color.

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Volkan Boga

PANHARMICON 4

ARTIFACT

If an artifact or creature entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

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Dominik Mayer

SWORD OF WEALTH AND POWER 4

ARTIFACT — EQUIPMENT

Equipped creature gets +2/+2 and has protection from instants and sorceries.

Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Equip 2

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Campbell White

NAZGÛL BATTLE-MACE 5

ARTIFACT — EQUIPMENT

Equipped creature has menace, deathtouch, annihilator 1, and
“Whenever an opponent sacrifices a nontoken permanent,
put that card onto the battlefield under your control
unless that player pays 3 life.” *(Whenever
a creature with annihilator 1 attacks,
defending player sacrifices a
permanent of their choice.)*

Equip 3

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logor Kieryluk



HELM OF THE HOST ④

LEGENDARY ARTIFACT — EQUIPMENT

At the beginning of combat on your turn,
create a token that's a copy of equipped
creature, except the token isn't
legendary. That token
gains haste.

Equip ⑤

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Tatiana Vervayskaya



PALANTÍR OF ORTHANC 3

LEGENDARY ARTIFACT

At the beginning of your end step, put an influence counter on Palantír of Orthanc and scry 2. Then target opponent may have you draw a card. If that player doesn't, you mill X cards, where X is the number of influence counters on Palantír of Orthanc, and that player loses life equal to the total mana value of those cards.

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Jason A. Engle

COVETED JEWEL 6

ARTIFACT

When this artifact enters, draw three cards.

G: Add three mana of any one color.

Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact.

Untap it.

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Igor Krstic

MITHRIL COAT 6

LEGENDARY ARTIFACT — EQUIPMENT

Flash

Indestructible

When Mithril Coat enters, attach it to target legendary creature you control.

Equipped creature has indestructible.

Equip 3.



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Heather Hudson

SCULPTING STEEL ③

ARTIFACT

You may have this artifact enter as
a copy of any artifact on
the battlefield.

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Adam Paquette

CHIMIL, THE INNER SUN ⑥

LEGENDARY ARTIFACT

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

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Veli Nystrom

THE ONE RING 4

LEGENDARY ARTIFACT

Indestructible

When The One Ring enters, if you cast it, you gain protection from everything until your next turn.

At the beginning of your upkeep,
you lose 1 life for each burden counter on
The One Ring.

C: Put a burden counter on
The One Ring, then draw a
card for each burden
counter on The
One Ring.

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Adam Paquette

GOD-PHARAOH'S GIFT 7

ARTIFACT

At the beginning of combat on your turn, you may exile a creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a 4/4 black Zombie. It gains haste until end of turn.