Doors of Durin



Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin



Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin



Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin



Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast

Doors of Durin

Legendary Artifact

Whenever you attack, scry 2, then you may reveal the top card of your library. If it's a creature card, put it onto the battlefield tapped and attacking. Until your next turn, it gains trample if you control a Dwarf and hexproof if you control an Elf.

"Speak, friend, and enter."

R 0650
LTR • EN ✒ Marc Simonetti
© MEE
™ & © 2023 Wizards of the Coast