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| <div> <b>Aether Spellbomb</b> <span>1</span> </div> <div>Artifact</div> <div> <p>{U}, Sacrifice this artifact: Return target creature to its owner's hand.</p> <p>{1}, Sacrifice this artifact: Draw a card.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                           | <div> <b>Bilbo, Thief in the Night</b> <span>1</span><span>U</span> </div> <div>Legendary Creature -- Halfling Rogue</div> <div> <p>Spells you cast from anywhere other than your hand cost {1} less to cast.</p> <p>Whenever Bilbo attacks, you may cast an artifact, instant, or sorcery spell from your graveyard. If an instant or sorcery spell cast this way would be put into your graveyard, exile it instead.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Bilbo, Thief in the Night</b> <span>1</span><span>U</span> </div> <div>Legendary Creature -- Halfling Rogue</div> <div> <p>Spells you cast from anywhere other than your hand cost {1} less to cast.</p> <p>Whenever Bilbo attacks, you may cast an artifact, instant, or sorcery spell from your graveyard. If an instant or sorcery spell cast this way would be put into your graveyard, exile it instead.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                     | <div> <b>Bilbo, Thief in the Night</b> <span>1</span><span>U</span> </div> <div>Legendary Creature -- Halfling Rogue</div> <div> <p>Spells you cast from anywhere other than your hand cost {1} less to cast.</p> <p>Whenever Bilbo attacks, you may cast an artifact, instant, or sorcery spell from your graveyard. If an instant or sorcery spell cast this way would be put into your graveyard, exile it instead.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                     |
| <div> <b>Bilbo, Thief in the Night</b> <span>1</span><span>U</span> </div> <div>Legendary Creature -- Halfling Rogue</div> <div> <p>Spells you cast from anywhere other than your hand cost {1} less to cast.</p> <p>Whenever Bilbo attacks, you may cast an artifact, instant, or sorcery spell from your graveyard. If an instant or sorcery spell cast this way would be put into your graveyard, exile it instead.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Breeding Pool</b> </div> <div>Land -- Forest Island</div> <div> <p>(<b>{T}</b>): Add <b>{G}</b> or <b>{U}</b>.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                               | <div> <b>Cori-Steel Cutter</b> <span>1</span><span>R</span> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and haste.</p> <p>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)</p> <p>Equip <b>{1}{R}</b></p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Cori-Steel Cutter</b> <span>1</span><span>R</span> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and haste.</p> <p>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)</p> <p>Equip <b>{1}{R}</b></p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div>Cori-Steel Cutter</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and haste.</p> <p>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)</p> <p>Equip {1}{R}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                  | <div> <div>Cori-Steel Cutter</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and haste.</p> <p>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)</p> <p>Equip {1}{R}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                  | <div> <div>Emry, Lurker of the Loch</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Legendary Creature -- Merfolk Wizard</div> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</p> <p>When Emry enters, mill four cards.</p> <p>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Emry, Lurker of the Loch</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Legendary Creature -- Merfolk Wizard</div> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</p> <p>When Emry enters, mill four cards.</p> <p>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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Playtest cards - Endres, Edward - Affinity (Magic Spotlight: The Hobbit™ Main Event)

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.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

② ③

```

Improvise (Your artifacts can help
cast this spell. Each artifact you
tap after you're done activating
mana abilities pays for {1}.)
Counter target spell unless its
controller pays {3}.

```

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②③

```

Improve (Your artifacts can help
cast this spell. Each artifact you
tap after you're done activating
mana abilities pays for {1}.)
Counter target spell unless its
controller pays {3}.

```

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## Legendary Land

```
{T}: Add {U}.
{U}, {T}: Untap target legendary
permanent.
```

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## ①

[T], Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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## 0

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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| <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>            | <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>            | <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>            | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                                                                                                                                  |
| <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Otawara, Soaring City</b></div><div></div></div><div>Legendary Land</div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> |

①

```
{R}, Sacrifice this artifact: It
deals 2 damage to any target.
{1}, Sacrifice this artifact: Draw a
card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.

**Dash {1}{R}** (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

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2/1

®

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**2/1**

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

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| <div><div><div><div><div><div></div><div><b>Scalding Tarn</b></div></div><div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                   | <div><div><div><div><div><div></div><div><b>Sink into Stupor</b></div></div><div><div>Instant</div><div><p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p></div></div></div></div><div><div>----- BACK FACE -----</div><div><div><div><div><div><div></div><div><b>Soporific Springs</b></div></div><div><div>Land</div><div><p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Sink into Stupor</b></div></div><div><div>Instant</div><div><p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p></div></div></div></div><div><div>----- BACK FACE -----</div><div><div><div><div><div><div></div><div><b>Soporific Springs</b></div></div><div><div>Land</div><div><p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Skateboard</b></div></div><div><div>Artifact -- Equipment</div><div><p>When this Equipment enters, tap target permanent. Equipped creature gets +1/+0 and has haste. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Soul-Guide Lantern</b></div></div><div><div>Artifact</div><div><p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Steam Vents</b></div></div><div><div>Land -- Island Mountain</div><div><p>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                            | <div><div><div><div><div><div></div><div><b>Steam Vents</b></div></div><div><div>Land -- Island Mountain</div><div><p>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                            | <div><div><div><div><div><div></div><div><b>Steam Vents</b></div></div><div><div>Land -- Island Mountain</div><div><p>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                              |

Tamiyo, Inquisitive Student

U

Legendary Creature -- Moonfolk Wizard

Flying  
Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")  
When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.

0/3

BACK FACE

Tamiyo, Seasoned Scholar

Legendary Planeswalker -- Tamiyo

[+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn.  
[-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color.  
[-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no

L 2

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Unholy Heat

R

Instant

Unholy Heat deals 2 damage to target creature or planeswalker.  
Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.

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| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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① U R

Choose one. If you control a Wizard as you cast this spell, you may choose two instead.

- \* Target player draws two cards.
- \* Destroy target artifact.
- \* Flame of Anor deals 5 damage to target creature.

[sideboard]

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① U R

Choose one. If you control a Wizard as you cast this spell, you may choose two instead.

- \* Target player draws two cards.
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- \* Flame of Anor deals 5 damage to target creature.

[sidebar]

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① ② ③

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sidebar]

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① ② ③

Nonbasic lands are Islands.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①UU

Nonbasic lands are Islands.

[sidebar]

2/2

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①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sidebar]

1/1

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①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

```
Improvise (Your artifacts can help
cast this spell. Each artifact you
tap after you're done activating
mana abilities pays for {1}.)
Counter target spell unless its
controller pays {3}.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Metallic Rebuke

2 U

Instant

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Counter target spell unless its controller pays {3}.

[sideboard]

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## Pithing Needle

①

Artifact

As this artifact enters, choose a card name.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

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## Soul-Guide Lantern

①

Artifact

When this artifact enters, exile target card from a graveyard.  
{T}, Sacrifice this artifact: Exile each opponent's graveyard.  
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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