

Playtest cards - Root, Ethan - Sam Combo (Magic Spotlight: The Hobbit™ - SCG CON Dallas - sheet 1/10 - 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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| <b>Boseiju, Who Endures</b><br>Legendary Land<br>{T}: Add {G}.<br>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Boseiju, Who Endures</b><br>Legendary Land<br>{T}: Add {G}.<br>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Carrion Feeder</b> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">B</span><br>Creature -- Zombie<br>This creature can't block.<br>Sacrifice a creature: Put a +1/+1 counter on this creature.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                | <b>Carrion Feeder</b> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">B</span><br>Creature -- Zombie<br>This creature can't block.<br>Sacrifice a creature: Put a +1/+1 counter on this creature.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                |
| <b>Cauldron Familiar</b> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">B</span><br>Creature -- Cat<br>When this creature enters, each opponent loses 1 life and you gain 1 life.<br>Sacrifice a Food: Return this card from your graveyard to the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                              | <b>Cauldron Familiar</b> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">B</span><br>Creature -- Cat<br>When this creature enters, each opponent loses 1 life and you gain 1 life.<br>Sacrifice a Food: Return this card from your graveyard to the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                              | <b>Cauldron Familiar</b> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">B</span><br>Creature -- Cat<br>When this creature enters, each opponent loses 1 life and you gain 1 life.<br>Sacrifice a Food: Return this card from your graveyard to the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cauldron Familiar</b> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">B</span><br>Creature -- Cat<br>When this creature enters, each opponent loses 1 life and you gain 1 life.<br>Sacrifice a Food: Return this card from your graveyard to the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>Chord of Calling</div><div><div>XGGG</div></div></div> <div>Instant</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Chord of Calling</div><div><div>XGGG</div></div></div> <div>Instant</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Chord of Calling</div><div><div>XGGG</div></div></div> <div>Instant</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       | <div><div>Chord of Calling</div><div><div>XGGG</div></div></div> <div>Instant</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>City of Brass</div></div> <div>Land</div> <div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                       | <div><div>City of Brass</div></div> <div>Land</div> <div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                       | <div><div>Dewdrop Cure</div><div><div>2W</div></div></div> <div>Sorcery</div> <div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dryad Arbor</div></div> <div>Land Creature -- Forest Dryad</div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       |

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| <b>Endurance</b> 1G6<br>Creature -- Elemental Incarnation<br>Flash<br>Reach<br>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br>Evoke--Exile a green card from your hand.<br>3/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                           | <b>Gilded Goose</b> G<br>Creature -- Bird<br>Flying<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>{1}{G}, {T}: Create a Food token.<br>{T}, Sacrifice a Food: Add one mana of any color.<br>0/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gilded Goose</b> G<br>Creature -- Bird<br>Flying<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>{1}{G}, {T}: Create a Food token.<br>{T}, Sacrifice a Food: Add one mana of any color.<br>0/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Gilded Goose</b> G<br>Creature -- Bird<br>Flying<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>{1}{G}, {T}: Create a Food token.<br>{T}, Sacrifice a Food: Add one mana of any color.<br>0/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gilded Goose</b> G<br>Creature -- Bird<br>Flying<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>{1}{G}, {T}: Create a Food token.<br>{T}, Sacrifice a Food: Add one mana of any color.<br>0/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Goblin Bombardment</b> 1R<br>Enchantment<br>Sacrifice a creature: This enchantment deals 1 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                | <b>Goblin Bombardment</b> 1R<br>Enchantment<br>Sacrifice a creature: This enchantment deals 1 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                |

① R

Sacrifice a creature: This enchantment deals 1 damage to any target.

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Land -- Plains Swamp

( $\{T\}$ : Add  $\{W\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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①

Artifact Creature -- Insect

When this creature dies, you gain 2 life.

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

1/1

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## Land -- Forest Plains

(**{T}**): Add **{G}** or **{W}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your library. You may put it into your graveyard.)

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## Land

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

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## Land - - Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

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## Land -- Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

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## GW

Legendary Creature -- Halfling Peasant

Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.)

2/2

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| <div> <div>Samwise Gamgee</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Halfling Peasant</div> <div> Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Samwise Gamgee</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Halfling Peasant</div> <div> Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Samwise Gamgee</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Halfling Peasant</div> <div> Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div> ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                 |
| <div> <div>Sylvan Safekeeper</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                    | <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                       | <div> <div>Verdant Catacombs</div> </div> <div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                   | <div> <div>Verdant Catacombs</div> </div> <div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Viscera Seer</div><div>Creature -- Vampire Wizard</div><div>Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |
| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Yawgmoth, Thran Physician</b> (2)(B)(B)<br>Legendary Creature -- Human Cleric<br>Protection from Humans<br>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Young Wolf</b> (G)<br>Creature -- Wolf<br>Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Young Wolf</b> (G)<br>Creature -- Wolf<br>Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                               | <b>Young Wolf</b> (G)<br>Creature -- Wolf<br>Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                      |
| <b>Crystal Barricade</b> (1)(W)<br>Artifact Creature -- Wall<br>Defender (This creature can't attack.)<br>You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br>Prevent all noncombat damage that would be dealt to other creatures you control.<br>[sideboard]<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                     | <b>Drannith Magistrate</b> (1)(W)<br>Creature -- Human Wizard<br>Your opponents can't cast spells from anywhere other than their hands.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                | <b>Fatal Push</b> (B)<br>Instant<br>Destroy target creature if it has mana value 2 or less.<br>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Force of Vigor</b> (2)(G)(G)<br>Instant<br>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |



2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

2/2

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**G W**

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Noncreature spells with mana value 4
or greater can't be cast.
Noncreature spells with {X} in their
mana costs can't be cast.
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2/2

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① ② W

Each player can't cast more than one spell each turn.

{4}{R}, Sacrifice this enchantment:  
It deals 5 damage to any target.

2/2

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W U

Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.

Whenever an opponent casts a spell,  
if no mana was spent to cast it,  
counter that spell.

2/2

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① ②

Changeling (This card is every creature type.)  
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

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① ② W

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When this creature enters, choose
one --
* Remove all counters from target
creature. It can't have counters put
on it for as long as this creature
remains on the battlefield.
* Target opponent loses all
counters. That player can't get
counters for as long as this
creature remains on the battlefield.
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1/4

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BP

{B/P} can be paid with either {B} or 2 life.)  
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

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(B)

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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| <div> <b>Thoughtseize</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Vexing Bauble</b> <span>(1)</span> </div> <div>Artifact</div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Witherbloom Charm</b> <span>(B)(G)</span> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* You may sacrifice a permanent. If you do, draw two cards.</li> <li>* You gain 5 life.</li> <li>* Destroy target nonland permanent with mana value 2 or less.</li> </ul> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> |  |
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