

**Playtest cards - Route - Sam Combo (Magic Spotlight: The Hobbit™ - SCG CON Dallas - Saturd** 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: 0 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: 0 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: 0 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: 0 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: 0 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: 0 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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| <b>Cauldron Familiar</b> (B)<br><hr/> Creature -- Cat<br><hr/> <p>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.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               | <b>Chord of Calling</b> (X)(G)(G)(G)<br><hr/> Instant<br><hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Chord of Calling</b> (X)(G)(G)(G)<br><hr/> Instant<br><hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Chord of Calling</b> (X)(G)(G)(G)<br><hr/> Instant<br><hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Chord of Calling</b> (X)(G)(G)(G)<br><hr/> Instant<br><hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>City of Brass</b><br><hr/> Land<br><hr/> <p>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          | <b>City of Brass</b><br><hr/> Land<br><hr/> <p>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          | <b>Dryad Arbor</b><br><hr/> Land Creature -- Forest Dryad<br><hr/> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          |

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

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Flying  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
{1}{G}, {T}: Create a Food token.  
{T}, Sacrifice a Food: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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| <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>           ({T}: Add {W} or {B}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Haywire Mite</div> <div>Artifact Creature -- Insect</div> <div>           When this creature dies, you gain 2 life.<br/>           {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.         </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lavinia, Azorius Renegade</div> <div>Legendary Creature -- Human Soldier</div> <div>           Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.<br/>           Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.         </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                           | <div>Lush Portico</div> <div>Land -- Forest Plains</div> <div>           ({T}: Add {G} or {W}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)         </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                     |
| <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>           ({T}: Add {B} or {G}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>           ({T}: Add {B} or {G}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <div>Samwise Gamgee</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.")<br/>           Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legendaries, and Sagas are historic.)         </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Samwise Gamgee</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.")<br/>           Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legendaries, and Sagas are historic.)         </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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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, legendaries, and Sagas are historic.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Sacrifice three Foods:** Return target historic card from your graveyard to your hand. (Artifacts, legendaries, and Sagas are historic.)

2/2

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Land -- Mountain Forest

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

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Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

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## Land -- Forest Plains

( $\{T\}$ : Add  $\{G\}$  or  $\{W\}$ .)  
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}.)  
 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 Swamp or Forest card, put it onto the battlefield, then shuffle.

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## Land

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

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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>Erode</b> (W)<br>Instant<br>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev  | <b>Erode</b> (W)<br>Instant<br>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev  |

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| <div> <b>Force of Vigor</b> <span>2GG</span> </div> <div> Instant </div> <div> <p>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.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                 | <div> <b>Force of Vigor</b> <span>2GG</span> </div> <div> Instant </div> <div> <p>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.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                    | <div> <b>Gaddock Teeg</b> <span>GW</span> </div> <div> Legendary Creature -- Kithkin Advisor </div> <div> <p>Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast.</p> </div> <div> [sideboard] </div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                              | <div> <b>High Noon</b> <span>1W</span> </div> <div> Enchantment </div> <div> <p>Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Masked Vandal</b> <span>1G</span> </div> <div> Creature -- Shapeshifter </div> <div> <p>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.</p> </div> <div> [sideboard] </div> <div> <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Suncleanser</b> <span>1W</span> </div> <div> Creature -- Human Cleric </div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</li> <li>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</li> </ul> </div> <div> [sideboard] </div> <div> <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Surgical Extraction</b> <span>BP</span> </div> <div> Instant </div> <div> <p>{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.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <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> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>        |

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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 botbox.dev </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 botbox.dev </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 botbox.dev </div> |  |
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