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| <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cut Down</b><div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cut Down</b><div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>( {T}: Add {G}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>( {T}: Add {G}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>( {T}: Add {G}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>( {T}: Add {G}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |

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| <div> <b>Fountainport</b> </div> <div> Land </div> <div> {T}: Add {C}.<br/> {2}, {T}, Sacrifice a token: Draw a card.<br/> {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/> {4}, {T}: Create a Treasure token. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                 | <div> <b>Gix's Command</b> </div> <div> Sorcery </div> <div> Choose two --<br/> * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.<br/> * Destroy each creature with power 2 or less.<br/> * Return up to two creature cards from your graveyard to your hand.<br/> * Each opponent sacrifices a creature with the greatest power among creatures they control. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Glissa Sunslayer</b> </div> <div> Legendary Creature -- Phyrexian Zombie Elf </div> <div> First strike, deathtouch<br/> Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br/> * You draw a card and lose 1 life.<br/> * Destroy target enchantment.<br/> * Remove up to three counters from target permanent. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Glissa Sunslayer</b> </div> <div> Legendary Creature -- Phyrexian Zombie Elf </div> <div> First strike, deathtouch<br/> Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br/> * You draw a card and lose 1 life.<br/> * Destroy target enchantment.<br/> * Remove up to three counters from target permanent. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Glissa Sunslayer</b> </div> <div> Legendary Creature -- Phyrexian Zombie Elf </div> <div> First strike, deathtouch<br/> Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br/> * You draw a card and lose 1 life.<br/> * Destroy target enchantment.<br/> * Remove up to three counters from target permanent. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Go for the Throat</b> </div> <div> Instant </div> <div> Destroy target nonartifact creature. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                             | <div> <b>Go for the Throat</b> </div> <div> Instant </div> <div> Destroy target nonartifact creature. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                           | <div> <b>Go for the Throat</b> </div> <div> Instant </div> <div> Destroy target nonartifact creature. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                           |

Playtest cards - Smith, Elijah - Standard (Standard RCQ \$500 cash prize pool)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Go for the Throat</div><div>1B</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Llanowar Elves</div><div>G</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Llanowar Elves</div><div>G</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Llanowar Elves</div><div>G</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               |
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| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                            | <div>Maelstrom Pulse1BG</div> <div>Sorcery</div> <div>Destroy target nonland permanent and all other permanents with the same name as that permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                     | <div>Mosswood Dreadknight1G</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>-----ADVENTURE-----</div> <div>Dread Whispers1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mosswood Dreadknight1G</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>-----ADVENTURE-----</div> <div>Dread Whispers1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <b>Preacher of the Schism</b> (2)(B)<br><hr/> Creature -- Vampire Cleric<br><hr/> Deathtouch<br>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                            | <b>Scavenging Ooze</b> (1)(G)<br><hr/> Creature -- Ooze<br><hr/> {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                   | <b>Sentinel of the Nameless City</b> (2)(G)<br><hr/> Creature -- Merfolk Warrior Scout<br><hr/> Vigilance<br>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")<br><div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>           | <b>Sheoldred, the Apocalypse</b> (2)(B)(B)<br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> Deathtouch<br>Whenever you draw a card, you gain 2 life.<br>Whenever an opponent draws a card, they lose 2 life.<br><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                            |

Playtest cards - Smith, Elijah - Standard (Standard RCQ \$500 cash prize pool)

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| <div><div><b>Soulstone Sanctuary</b></div><div>Land</div><div>{T}: Add {C}.<br/>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Swamp</b></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Swamp</b></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                      | <div><div><b>Swamp</b></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            |
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| <div> <div>Unholy Annex</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>Unholy Annex</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>Unholy Annex</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>Unholy Annex</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> |
| <div> <div>Choking Miasma</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Kicker {G} (You may pay an additional {G} as you cast this spell.)</p> <p>If this spell was kicked, put a +1/+1 counter on a creature you control.</p> <p>All creatures get -2/-2 until end of turn.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Choking Miasma</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Kicker {G} (You may pay an additional {G} as you cast this spell.)</p> <p>If this spell was kicked, put a +1/+1 counter on a creature you control.</p> <p>All creatures get -2/-2 until end of turn.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

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| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Maelstrom Pulse</div><div>1B G</div></div><div>Sorcery</div><div>Destroy target nonland permanent and all other permanents with the same name as that permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><div>Nissa, Ascended Animist</div><div>3G GGP GP</div></div><div>Legendary Planeswalker -- Nissa</div><div>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.<br/>[-1]: Destroy target artifact or enchantment.<br/>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</div><div>[sideboard]</div><div>L 7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Render Inert</div><div>2B</div></div><div>Sorcery</div><div>Remove up to five counters from target permanent.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Tear Asunder</div><div>1G</div></div><div>Instant</div><div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div><div>Tear Asunder</div><div>1G</div></div><div>Instant</div><div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The End</div><div>2B B</div></div><div>Instant</div><div>This spell costs {2} less to cast if your life total is 5 or less.<br/>Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        |

**Thrun, Breaker of Silence** (3)(6)(6)

Legendary Creature -- Troll Shaman

This spell can't be countered.  
Trample  
Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control.  
During your turn, Thrun has indestructible.

[sideboard]

5/5

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**Tranquil Frillback** (2)(6)

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --  
\* Destroy target artifact or enchantment.  
\* Exile target player's graveyard.  
\* You gain 4 life.

[sideboard]

3/3

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**Tranquil Frillback** (2)(6)

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --  
\* Destroy target artifact or enchantment.  
\* Exile target player's graveyard.  
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[sideboard]

3/3

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