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| <div><div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                     | <div><div><div>Disfigure</div><div>Instant</div><div>Target creature gets -2/-2 until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                            | <div><div><div>Disfigure</div><div>Instant</div><div>Target creature gets -2/-2 until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                            |
| <div><div><div>Disfigure</div><div>Instant</div><div>Target creature gets -2/-2 until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        | <div><div><div>Doorkeeper Thrull</div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Doorkeeper Thrull</div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Doorkeeper Thrull</div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Doorkeeper Thrull</div> <div> <div>1</div> <div>W</div> </div> <div>Creature -- Thrull</div> <div>Flash<br/>Flying<br/>Artifacts and creatures entering<br/>don't cause abilities to trigger.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              | <div>Fabled Passage</div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fabled Passage</div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fabled Passage</div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                    |
| <div>Fabled Passage</div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                        | <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                        | <div>Glissa Sunslayer</div> <div> <div>1</div> <div>B</div> <div>G</div> </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 PLAYbotbox.dev</div> |

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| <b>Glissa Sunslayer</b> (1)(B)(G)<br>Legendary Creature -- Phyrexian Zombie Elf<br>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.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Glissa Sunslayer</b> (1)(B)(G)<br>Legendary Creature -- Phyrexian Zombie Elf<br>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.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Glissa Sunslayer</b> (1)(B)(G)<br>Legendary Creature -- Phyrexian Zombie Elf<br>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.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                    | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                    | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                    | <b>Innkeeper's Talent</b> (1)(G)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br>{G}: Level 2<br>Permanents you control with counters on them have ward {1}.<br>{3}{G}: Level 3<br>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Innkeeper's Talent</div><div><div>1</div><div>G</div></div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br/>{G}: Level 2<br/>Permanents you control with counters on them have ward {1}.<br/>{3}{G}: Level 3<br/>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Innkeeper's Talent</div><div><div>1</div><div>G</div></div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br/>{G}: Level 2<br/>Permanents you control with counters on them have ward {1}.<br/>{3}{G}: Level 3<br/>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Legions to Ashes</div><div><div>1</div><div>W</div><div>B</div></div></div><div>Sorcery</div><div>Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           |
| <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div><div>Razorverge Thicket</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                   | <div><div><div>Razorverge Thicket</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><div>Razorverge Thicket</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Restless Cottage</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Restless Cottage</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scene of the Crime</div> <div>Artifact Land -- Clue</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {C}.</p> <p>{T}, Tap an untapped creature you control: Add one mana of any color.</p> <p>{2}, Sacrifice this land: Draw a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                            | <div>Scene of the Crime</div> <div>Artifact Land -- Clue</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {C}.</p> <p>{T}, Tap an untapped creature you control: Add one mana of any color.</p> <p>{2}, Sacrifice this land: Draw a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             |
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Playtest cards - TraceOn - Standard (??? ~???????~ Izzet Explosive Experiment 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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Seraphic Steed</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Creature -- Unicorn Mount</div> <div> <div>First strike, lifelink</div> <div>Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying.</div> <div>Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Seraphic Steed</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Creature -- Unicorn Mount</div> <div> <div>First strike, lifelink</div> <div>Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying.</div> <div>Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Seraphic Steed</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Creature -- Unicorn Mount</div> <div> <div>First strike, lifelink</div> <div>Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying.</div> <div>Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                              | <div> <div>Seraphic Steed</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Creature -- Unicorn Mount</div> <div> <div>First strike, lifelink</div> <div>Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying.</div> <div>Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                              |
| <div> <div>Swamp</div> <div></div> </div> <div> <div>Basic Land -- Swamp</div> <div> <div>{T}: Add {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                         | <div> <div>Swamp</div> <div></div> </div> <div> <div>Basic Land -- Swamp</div> <div> <div>{T}: Add {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                         | <div> <div>Vraska, Betrayal's Sting</div> <div> <div>4</div> <div>B</div> <div>BP</div> </div> </div> <div> <div>Legendary Planeswalker -- Vraska</div> <div> <div>Completed ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</div> <div>[0]: You draw a card and lose 1 life. Proliferate.</div> <div>[-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities.</div> <div>[-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference.</div> </div> <div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Vraska, Betrayal's Sting</div> <div> <div>4</div> <div>B</div> <div>BP</div> </div> </div> <div> <div>Legendary Planeswalker -- Vraska</div> <div> <div>Completed ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</div> <div>[0]: You draw a card and lose 1 life. Proliferate.</div> <div>[-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities.</div> <div>[-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference.</div> </div> <div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - TraceOn - Standard (??? ~??????~ Izzet Explosive Experiment Event)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Vraska, Betrayal's Sting</b> (4)(B)(BP)<br>Legendary Planeswalker -- Vraska<br>Compleated ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br>[0]: You draw a card and lose 1 life. Proliferate.<br>[-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities.<br>[-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference.<br><div>L 6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wylie Duke, Atiin Hero</b> (1)(G)(W)<br>Legendary Creature -- Human Ranger<br>Vigilance<br>Whenever Wylie Duke becomes tapped, you gain 1 life and draw a card.<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                     | <b>Wylie Duke, Atiin Hero</b> (1)(G)(W)<br>Legendary Creature -- Human Ranger<br>Vigilance<br>Whenever Wylie Duke becomes tapped, you gain 1 life and draw a card.<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                      | <b>Wylie Duke, Atiin Hero</b> (1)(G)(W)<br>Legendary Creature -- Human Ranger<br>Vigilance<br>Whenever Wylie Duke becomes tapped, you gain 1 life and draw a card.<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                      |
| <b>High Noon</b> (1)(W)<br>Enchantment<br>Each player can't cast more than one spell each turn.<br>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.<br>[sideboard]<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                | <b>High Noon</b> (1)(W)<br>Enchantment<br>Each player can't cast more than one spell each turn.<br>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.<br>[sideboard]<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Liliana of the Veil</b> (1)(B)(B)<br>Legendary Planeswalker -- Liliana<br>[+1]: Each player discards a card.<br>[-2]: Target player sacrifices a creature.<br>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.<br>[sideboard]<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Liliana of the Veil</b> (1)(B)(B)<br>Legendary Planeswalker -- Liliana<br>[+1]: Each player discards a card.<br>[-2]: Target player sacrifices a creature.<br>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.<br>[sideboard]<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Mosswood Dreadknight</div><div>①⑥</div></div><div>Creature -- Human Knight</div><div>Trample<br/>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div><div>[sideboard]</div><div>3/2</div><div>----- ADVENTURE -----</div><div><div>Dread Whispers</div><div>①⑧</div></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> | <div><div><div>Mosswood Dreadknight</div><div>①⑥</div></div><div>Creature -- Human Knight</div><div>Trample<br/>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div><div>[sideboard]</div><div>3/2</div><div>----- ADVENTURE -----</div><div><div>Dread Whispers</div><div>①⑧</div></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> | <div><div><div>Nissa, Ascended Animist</div><div>③⑥⑥GP</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>Pest Control</div><div>①⑧</div></div><div>Sorcery</div><div>Destroy all nonland permanents with mana value 1 or less.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                  |
| <div><div><div>Pest Control</div><div>①⑧</div></div><div>Sorcery</div><div>Destroy all nonland permanents with mana value 1 or less.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                    | <div><div><div>Pest Control</div><div>①⑧</div></div><div>Sorcery</div><div>Destroy all nonland permanents with mana value 1 or less.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                    | <div><div><div>Sunfall</div><div>③①①</div></div><div>Sorcery</div><div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                        | <div><div><div>The Cruelty of Gix</div><div>③⑧⑧</div></div><div>Enchantment -- Saga</div><div>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)<br/>I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.<br/>II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.<br/>III -- Put target creature card from a graveyard onto the battlefield under your control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>The Gitrog, Ravenous Ride</div><div><div>3</div><div>B</div><div>6</div></div></div><div>Legendary Creature -- Frog Horror Mount</div><div>Trample, haste<br/>Whenever The Gitrog deals combat damage to a player, you may sacrifice a creature that saddled it this turn. If you do, draw X cards, then put up to X land cards from your hand onto the battlefield tapped, where X is the sacrificed creature's power.<br/>Saddle 1</div><div>[sideboard]</div><div><div>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Virtue of Loyalty</div><div><div>3</div><div>W</div><div>W</div></div></div><div>Enchantment</div><div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div><div>[sideboard]</div><div>----- ADVENTURE -----</div><div><div>Ardenvale Fealty</div><div><div>1</div><div>W</div></div></div><div>Instant -- Adventure</div><div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>White Sun's Twilight</div><div><div>X</div><div>W</div><div>W</div></div></div><div>Sorcery</div><div>You gain X life. Create X 1/1 colorless Phyrexian Mite artifact creature tokens with toxic 1 and "This token can't block." If X is 5 or more, destroy all other creatures. (Players dealt combat damage by a creature with toxic 1 also get a poison counter.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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