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| <b>Anoint with Affliction</b> ①②B<br><hr/> Instant<br><hr/> Exile target creature if it has mana value 3 or less.<br>Corrupted -- Exile that creature instead if its controller has three or more poison counters.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Archangel Elspeth</b> ②W③W<br><hr/> Legendary Planeswalker -- Elspeth<br><hr/> [+1]: Create a 1/1 white Soldier creature token with lifelink.<br>[-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying.<br>[-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield.<br><div>L4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Beza, the Bounding Spring</b> ②W③W<br><hr/> Legendary Creature -- Elemental Elk<br><hr/> When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Beza, the Bounding Spring</b> ②W③W<br><hr/> Legendary Creature -- Elemental Elk<br><hr/> When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Caves of Koilos</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {W} or {B}. This land deals 1 damage to you.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               | <b>Caves of Koilos</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {W} or {B}. This land deals 1 damage to you.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                  | <b>Caves of Koilos</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {W} or {B}. This land deals 1 damage to you.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                           | <b>Caves of Koilos</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {W} or {B}. This land deals 1 damage to you.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                           |

Playtest cards - Wrixon, Raymond - Standard (Standard Regional Qualifier)

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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                        |
| <div> <div>           Cut Down           <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 PLAY           botbox.dev         </div> </div>             | <div> <div>           Cut Down           <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 PLAY           botbox.dev         </div> </div>             | <div> <div>           Deep-Cavern Bat           <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Bat         </div> <div>           Flying, lifelink<br/>           When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div>           Deep-Cavern Bat           <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Bat         </div> <div>           Flying, lifelink<br/>           When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |

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| <b>Deep-Cavern Bat</b> 1B<br>Creature -- Bat<br>Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Deep-Cavern Bat</b> 1B<br>Creature -- Bat<br>Flying, lifelink<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                       | <b>Disfigure</b> B<br>Instant<br>Target creature gets -2/-2 until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                               | <b>Duress</b> B<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                            |
| <b>Duress</b> B<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      | <b>Enduring Innocence</b> 1WW<br>Enchantment Creature -- Sheep Glimmer<br>Lifelink<br>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Enduring Innocence</b> 1WW<br>Enchantment Creature -- Sheep Glimmer<br>Lifelink<br>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Enduring Innocence</b> 1WW<br>Enchantment Creature -- Sheep Glimmer<br>Lifelink<br>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Wrixon, Raymond - Standard (Standard Regional Qualifier)

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| <div><div>Enduring Innocence<div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment Creature -- Sheep Glimmer</div><div>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fountainport</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 PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 | <div><div>Fountainport</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 PLAYbotbox.dev</div></div> | <div><div>Get Lost<div><div>1</div><div>W</div></div></div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Gix's Command<div><div>3</div><div>B</div><div>B</div></div></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 PLAYbotbox.dev</div></div>                               | <div><div>Gix's Command<div><div>3</div><div>B</div><div>B</div></div></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 PLAYbotbox.dev</div></div> | <div><div>Go for the Throat<div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     | <div><div>Go for the Throat<div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              |

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| <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Pest Control</div><div><div>W</div><div>B</div></div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Pest Control</div><div><div>W</div><div>B</div></div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                       |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                   | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                   | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                          | <div><div>Preacher of the Schism</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Vampire Cleric</div><div>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.</div></div> <div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <b>Preacher of the Schism</b> ②②B<br>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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Preacher of the Schism</b> ②②B<br>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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Restless Fortress</b><br>Land<br><hr/> This land enters tapped.<br>{T}: Add {W} or {B}.<br>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br>Whenever this land attacks, defending player loses 2 life and you gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Restless Fortress</b><br>Land<br><hr/> This land enters tapped.<br>{T}: Add {W} or {B}.<br>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br>Whenever this land attacks, defending player loses 2 life and you gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Restless Fortress</b><br>Land<br><hr/> This land enters tapped.<br>{T}: Add {W} or {B}.<br>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br>Whenever this land attacks, defending player loses 2 life and you gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                       | <b>Shadowy Backstreet</b><br>Land -- Plains Swamp<br><hr/> ({T}: Add {W} or {B}.)<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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                    | <b>Shadowy Backstreet</b><br>Land -- Plains Swamp<br><hr/> ({T}: Add {W} or {B}.)<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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                              | <b>Sheoldred, the Apocalypse</b> ②②B③<br>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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                   |

Playtest cards - Wrixon, Raymond - Standard (Standard Regional Qualifier)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Sheoldred, the Apocalypse</div><div>2BB</div></div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soulstone Sanctuary</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>Soulstone Sanctuary</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>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                             |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                     | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div>Virtue of Loyalty</div><div>3WW</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>----- ADVENTURE -----</div><div><div>Ardenvale Fealty</div><div>1W</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> |

③ W W

At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.

ADVENTURE

①②

Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

5 B B

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

ADVENTURE

① ⑧

Target creature gets -3/-3 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

①WB

Flying, vigilance  
Whenever a bat you control attacks,  
you gain 1 life.  
Whenever Zoriline enters or attacks,  
you may pay {W}{B} and 2 life. When  
you do, return target nonland  
permanent card with mana value 3 or  
less from your graveyard to the  
battlefield with a finality counter  
on it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

①WB

Flying, vigilance  
Whenever a Bat you control attacks,  
you gain 1 life.  
Whenever Zoralee enters or attacks,  
you may pay {W}{B} and 2 life. When  
you do, return target nonland  
permanent card with mana value 3 or  
less from your graveyard to the  
battlefield with a finality counter  
on it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

3 B B

Flying, lifelink  
Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.  
Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.  
When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.

[sidebar]

4/4

BACK FACE

## Land

(Transforms from Aclazotz, Deepest Betrayal.)  
 {T}: Add {B}.  
 {2}{B}, {T}: Transform this land.  
 Activate only if a player has one or fewer cards in hand and only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creatures your opponents control enter tapped.  
Whenever a creature an opponent controls enters, you gain 1 life.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creatures your opponents control enter tapped.  
Whenever a creature an opponent controls enters, you gain 1 life.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creatures your opponents control enter tapped.  
Whenever a creature an opponent controls enters, you gain 1 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Beza, the Bounding Spring (2)(W)(W)</div> <div> <div>Legendary Creature -- Elemental Elk</div> <div> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <div>[sideboard]</div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Destroy Evil (1)(W)</div> <div> <div>Instant</div> <div> <p>Choose one --<br/>           * Destroy target creature with toughness 4 or greater.<br/>           * Destroy target enchantment.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                        | <div> <div>Duress (B)</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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                              | <div> <div>Elenda, Saint of Dusk (2)(W)(B)</div> <div> <div>Legendary Creature -- Vampire Knight</div> <div> <p>Lifelink, hexproof from instants<br/>           As long as your life total is greater than your starting life total, Elenda gets +1/+1 and has menace. Elenda gets an additional +5/+5 as long as your life total is at least 10 greater than your starting life total.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Get Lost (1)(W)</div> <div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                        | <div> <div>Get Lost (1)(W)</div> <div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Liliana of the Veil (1)(B)(B)</div> <div> <div>Legendary Planeswalker -- Liliana</div> <div> <p>[+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.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Loran of the Third Path (2)(W)</div> <div> <div>Legendary Creature -- Human Artificer</div> <div> <p>Vigilance<br/>           When Loran enters, destroy up to one target artifact or enchantment.<br/>           {T}: You and target opponent each draw a card.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                             |

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| <div> <div> <b>Pest Control</b> <div> <div>W</div> <div>B</div> </div> </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> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Split Up</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> Choose one --<br/> * Destroy all tapped creatures.<br/> * Destroy all untapped creatures. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Split Up</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> Choose one --<br/> * Destroy all tapped creatures.<br/> * Destroy all untapped creatures. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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