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| <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                          | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                          | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                          | <div>Chart a Course</div> <div>1U</div> <div>Sorcery</div> <div>Draw two cards. Then discard a card unless you attacked this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                              |

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| <div><div>Chart a Course</div><div><div>1</div><div>U</div></div></div> <div>Sorcery</div> <div>Draw two cards. Then discard a card unless you attacked this turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Chart a Course</div><div><div>1</div><div>U</div></div></div> <div>Sorcery</div> <div>Draw two cards. Then discard a card unless you attacked this turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Chart a Course</div><div><div>1</div><div>U</div></div></div> <div>Sorcery</div> <div>Draw two cards. Then discard a card unless you attacked this turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Enduring Innocence</div><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><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Floodfarm Verge</div></div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                     | <div><div>Floodfarm Verge</div></div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                     | <div><div>Floodfarm Verge</div></div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                     | <div><div>Floodfarm Verge</div></div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                        |

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| <div><div>Founding the Third Path 1U</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 -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.<br/>II -- Target player mills four cards.<br/>III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Founding the Third Path 1U</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 -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.<br/>II -- Target player mills four cards.<br/>III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Get Lost 1W</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>Get Lost 1W</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>Get Lost 1W</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>Get Lost 1W</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>Haughty Djinn 1UU</div><div>Creature -- Djinn</div><div>Flying<br/>Haughty Djinn's power is equal to the number of instant and sorcery cards in your graveyard. Instant and sorcery spells you cast cost {1} less to cast.</div><div>*/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>Haughty Djinn 1UU</div><div>Creature -- Djinn</div><div>Flying<br/>Haughty Djinn's power is equal to the number of instant and sorcery cards in your graveyard. Instant and sorcery spells you cast cost {1} less to cast.</div><div>*/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |

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| <div><div>Haughty Djinn</div><div><div>1</div><div>U</div><div>U</div></div></div> <div><div>Creature -- Djinn</div><div>Flying<br/>Haughty Djinn's power is equal to the number of instant and sorcery cards in your graveyard.<br/>Instant and sorcery spells you cast cost {1} less to cast.</div><div><div>* / 4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Haughty Djinn</div><div><div>1</div><div>U</div><div>U</div></div></div> <div><div>Creature -- Djinn</div><div>Flying<br/>Haughty Djinn's power is equal to the number of instant and sorcery cards in your graveyard.<br/>Instant and sorcery spells you cast cost {1} less to cast.</div><div><div>* / 4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Helping Hand</div><div><div>W</div></div></div> <div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                          | <div><div>Helping Hand</div><div><div>W</div></div></div> <div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Into the Flood Maw</div><div><div>U</div></div></div> <div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Into the Flood Maw</div><div><div>U</div></div></div> <div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Into the Flood Maw</div><div><div>U</div></div></div> <div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Moment of Truth</div><div>Instant</div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         |

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| <div><div><div>Moment of Truth</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                      | <div><div><div>Moment of Truth</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                      | <div><div><div>Moment of Truth</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                      | <div><div><div>Picklock Prankster</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div></div></div> <div><div>1/3</div><div>--- ADVENTURE ---</div><div><div><div>Free the Fae</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Picklock Prankster</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div></div></div> <div><div>1/3</div><div>--- ADVENTURE ---</div><div><div><div>Free the Fae</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Picklock Prankster</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div></div></div> <div><div>1/3</div><div>--- ADVENTURE ---</div><div><div><div>Free the Fae</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Picklock Prankster</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div></div></div> <div><div>1/3</div><div>--- ADVENTURE ---</div><div><div><div>Free the Fae</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>                                                                                                                                                                                                                                                                                                                                                                       |

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| <div>Recommission</div> <div>1W</div> <div>Sorcery</div> <div>Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Recommission</div> <div>1W</div> <div>Sorcery</div> <div>Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Recommission</div> <div>1W</div> <div>Sorcery</div> <div>Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Recommission</div> <div>1W</div> <div>Sorcery</div> <div>Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                |



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| <div><div>Monastery Mentor</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Human Monk</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monastery Mentor</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Human Monk</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    |
| <div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          | <div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Soul Partition</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul Partition</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Temporary Lockdown 1WW</div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temporary Lockdown 1WW</div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temporary Lockdown 1WW</div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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