

① R G W

When Annie Joins Up enters, it deals 5 damage to target creature or planeswalker an opponent controls. If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time.

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① ②

This creature gets +3/+0 as long as it has three or more oil counters on it.

[T]: Add one mana of any color. Whenever this creature becomes tapped, exile target card from a graveyard and put an oil counter on this creature.

0/3

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① ⑥

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0/3

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① ⑥

This creature gets +3/+0 as long as it has three or more oil counters on it.

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0/3

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## Land -- Mountain Forest

([T]: Add [R] or [G].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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| <div>Commercial District</div> <div>Land -- Mountain Forest</div> <div>           ({T}: Add {R} or {G}.)<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 PLAY    botbox.dev</div>                                                                                                                                                                                                              | <div>Commercial District</div> <div>Land -- Mountain Forest</div> <div>           ({T}: Add {R} or {G}.)<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 PLAY    botbox.dev</div>                                                                                                                                                                                                              | <div>Copperline Gorge</div> <div>Land</div> <div>           This land enters tapped unless you control two or fewer other lands.<br/>           {T}: Add {R} or {G}.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                      | <div>Copperline Gorge</div> <div>Land</div> <div>           This land enters tapped unless you control two or fewer other lands.<br/>           {T}: Add {R} or {G}.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                    |
| <div>Djeru and Hazoret 2RRW</div> <div>Legendary Creature -- Human God</div> <div>           As long as you have one or fewer cards in hand, Djeru and Hazoret has vigilance and haste.<br/>           Whenever Djeru and Hazoret attacks, look at the top six cards of your library. You may exile a legendary creature card from among them. Put the rest on the bottom of your library in a random order. Until end of turn, you may cast the exiled card without paying its mana cost.         </div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Djeru and Hazoret 2RRW</div> <div>Legendary Creature -- Human God</div> <div>           As long as you have one or fewer cards in hand, Djeru and Hazoret has vigilance and haste.<br/>           Whenever Djeru and Hazoret attacks, look at the top six cards of your library. You may exile a legendary creature card from among them. Put the rest on the bottom of your library in a random order. Until end of turn, you may cast the exiled card without paying its mana cost.         </div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Djeru and Hazoret 2RRW</div> <div>Legendary Creature -- Human God</div> <div>           As long as you have one or fewer cards in hand, Djeru and Hazoret has vigilance and haste.<br/>           Whenever Djeru and Hazoret attacks, look at the top six cards of your library. You may exile a legendary creature card from among them. Put the rest on the bottom of your library in a random order. Until end of turn, you may cast the exiled card without paying its mana cost.         </div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Elegant Parlor</div> <div>Land -- Mountain Plains</div> <div>           ({T}: Add {R} or {W}.)<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 PLAY    botbox.dev</div> |

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| <div>Elegant Parlor</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<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>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elesh Norn, Mother of Machines 4W</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Vigilance<br/>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br/>Permanents entering don't cause abilities of permanents your opponents control to trigger.</div> <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elesh Norn, Mother of Machines 4W</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Vigilance<br/>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br/>Permanents entering don't cause abilities of permanents your opponents control to trigger.</div> <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elesh Norn, Mother of Machines 4W</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Vigilance<br/>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br/>Permanents entering don't cause abilities of permanents your opponents control to trigger.</div> <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Etali, Primal Conqueror</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Etali, Primal Conqueror</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <div>Etali, Primal Conqueror</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Etali, Primal Conqueror</div> <div>Card</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>                                                                                                                                                                                                                                                                                                |

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| <div> <div>Get Lost</div> <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> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Gwenna, Eyes of Gaea</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Legendary Creature -- Elf Druid Scout</div> <div> {T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it. </div> <div> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Gwenna, Eyes of Gaea</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Legendary Creature -- Elf Druid Scout</div> <div> {T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it. </div> <div> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Hajar, Loyal Bodyguard</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Legendary Creature -- Human Soldier</div> <div> Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. </div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Hajar, Loyal Bodyguard</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Legendary Creature -- Human Soldier</div> <div> Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. </div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div> <div>Huatli, Poet of Unity</div> <div>Card</div> </div> <div> <div>OTHER FACE</div> <div> <div>Huatli, Poet of Unity</div> <div>Card</div> </div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                    | <div> <div>Hushwood Verge</div> <div>Land</div> </div> <div> {T}: Add {G}.<br/> {T}: Add {W}. Activate only if you control a Forest or a Plains. </div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                           | <div> <div>Hushwood Verge</div> <div>Land</div> </div> <div> {T}: Add {G}.<br/> {T}: Add {W}. Activate only if you control a Forest or a Plains. </div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 |

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| <div> <div>Hushwood Verge</div> <div>Land</div> <div> { T } : Add { G } .<br/> { T } : Add { W } . Activate only if you control a Forest or a Plains . </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Inspiring Vantage</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> { T } : Add { R } or { W } . </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Inspiring Vantage</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> { T } : Add { R } or { W } . </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Kogla and Yidaro 2RRGG</div> <div>Legendary Creature -- Ape Dinosaur Turtle</div> <div> When Kogla and Yidaro enters, choose one --<br/> * It gains trample and haste until end of turn.<br/> * It fights target creature you don't control.<br/> { 2 } { R } { G } , Discard this card: Destroy up to one target artifact or enchantment. Shuffle this card into your library from your graveyard, then draw a card. </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Llanowar Elves G</div> <div>Creature -- Elf Druid</div> <div> { T } : Add { G } . </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                        | <div> <div>Llanowar Elves G</div> <div>Creature -- Elf Druid</div> <div> { T } : Add { G } . </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                 | <div> <div>Llanowar Elves G</div> <div>Creature -- Elf Druid</div> <div> { T } : Add { G } . </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                 | <div> <div>Llanowar Elves G</div> <div>Creature -- Elf Druid</div> <div> { T } : Add { G } . </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                     |



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| <div><div>Overlord of the Hauntwoods</div><div><div>3GG</div></div></div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 4--<math>\{1\}\{G\}\{G\}</math> (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div><math>\{T\}</math>: Add <math>\{W\}</math>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                              | <div>Plains</div> <div>Basic Land -- Plains</div> <div><math>\{T\}</math>: Add <math>\{W\}</math>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                              | <div>Plaza of Heroes</div> <div>Land</div> <div><math>\{T\}</math>: Add <math>\{C\}</math>.<br/><math>\{T\}</math>: Add one mana of any color. Spend this mana only to cast a legendary spell.<br/><math>\{T\}</math>: Add one mana of any color among legendary permanents you control. <math>\{3\}</math>, <math>\{T\}</math>, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      |
| <div>Plaza of Heroes</div> <div>Land</div> <div><math>\{T\}</math>: Add <math>\{C\}</math>.<br/><math>\{T\}</math>: Add one mana of any color. Spend this mana only to cast a legendary spell.<br/><math>\{T\}</math>: Add one mana of any color among legendary permanents you control. <math>\{3\}</math>, <math>\{T\}</math>, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Plaza of Heroes</div> <div>Land</div> <div><math>\{T\}</math>: Add <math>\{C\}</math>.<br/><math>\{T\}</math>: Add one mana of any color. Spend this mana only to cast a legendary spell.<br/><math>\{T\}</math>: Add one mana of any color among legendary permanents you control. <math>\{3\}</math>, <math>\{T\}</math>, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plaza of Heroes</div> <div>Land</div> <div><math>\{T\}</math>: Add <math>\{C\}</math>.<br/><math>\{T\}</math>: Add one mana of any color. Spend this mana only to cast a legendary spell.<br/><math>\{T\}</math>: Add one mana of any color among legendary permanents you control. <math>\{3\}</math>, <math>\{T\}</math>, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Roxanne, Starfall Savant</div> <div><div>3RG</div></div> <div>Legendary Creature -- Cat Druid</div> <div>Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "<math>\{T\}</math>: Add one mana of any color."<br/>Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced.</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> Roxanne, Starfall Savant 3 R G </div> <div> Legendary Creature -- Cat Druid </div> <div> <p>Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color."</p> <p>Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced.</p> </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Roxanne, Starfall Savant 3 R G </div> <div> Legendary Creature -- Cat Druid </div> <div> <p>Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color."</p> <p>Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced.</p> </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Thornspire Verge </div> <div> Land </div> <div> <p>{T}: Add {R}.</p> <p>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                      | <div> Thornspire Verge </div> <div> Land </div> <div> <p>{T}: Add {R}.</p> <p>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                 |
| <div> Authority of the Consuls W </div> <div> Enchantment </div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                      | <div> Authority of the Consuls W </div> <div> Enchantment </div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                      | <div> Authority of the Consuls W </div> <div> Enchantment </div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Ghost Vacuum 1 </div> <div> Artifact </div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{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.</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <b>Ghost Vacuum</b> ①<br>Artifact<br>{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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                     | <b>Ghost Vacuum</b> ①<br>Artifact<br>{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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                     | <b>Ghost Vacuum</b> ①<br>Artifact<br>{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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                     | <b>Lightning Helix</b> (R)(W)<br>Instant<br>Lightning Helix deals 3 damage to any target and you gain 3 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                           |
| <b>Skrelv, Defector Mite</b> (W)<br>Legendary Artifact Creature -- Phyrexian Mite<br>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)<br>Skrelv can't block.<br>{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Skrelv, Defector Mite</b> (W)<br>Legendary Artifact Creature -- Phyrexian Mite<br>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)<br>Skrelv can't block.<br>{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Skrelv, Defector Mite</b> (W)<br>Legendary Artifact Creature -- Phyrexian Mite<br>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)<br>Skrelv can't block.<br>{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Temporary Lockdown</b> ①(W)(W)<br>Enchantment<br>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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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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