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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Anoint with Affliction</b> <span>1</span><span>B</span> </div> <div> Instant </div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                          | <div> <b>Anoint with Affliction</b> <span>1</span><span>B</span> </div> <div> Instant </div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                    | <div> <b>Archangel Elspeth</b> <span>2</span><span>W</span><span>W</span> </div> <div> Legendary Planeswalker -- Elspeth </div> <div> <p>[+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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                 | <div> <b>Archangel Elspeth</b> <span>2</span><span>W</span><span>W</span> </div> <div> Legendary Planeswalker -- Elspeth </div> <div> <p>[+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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                 |
| <div> <b>Beza, the Bounding Spring</b> <span>2</span><span>W</span><span>W</span> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Caustic Bronco</b> <span>1</span><span>B</span> </div> <div> Creature -- Snake Horse Mount </div> <div> <p>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.<br/>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Caustic Bronco</b> <span>1</span><span>B</span> </div> <div> Creature -- Snake Horse Mount </div> <div> <p>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.<br/>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Caustic Bronco</b> <span>1</span><span>B</span> </div> <div> Creature -- Snake Horse Mount </div> <div> <p>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.<br/>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Caustic Bronco</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Snake Horse Mount</div> <div> <p>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.</p> <p>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Caves of Koilos</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {W} or {B}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           | <div> <div>Caves of Koilos</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {W} or {B}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           | <div> <div>Caves of Koilos</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {W} or {B}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           |
| <div> <div>Caves of Koilos</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {W} or {B}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <div>Concealed Courtyard</div> </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Concealed Courtyard</div> </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Concealed Courtyard</div> </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

## Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {B}.

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## Cut Down

**B**

Instant

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cut Down

**(B)**

Instant

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Deep-Cavern Bat

① ② B

Creature -- Bat

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deep-Cavern Bat

1 B

Creature -- Bat

**Flying, lifelink**  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deep-Cavern Bat

1 B

Creature - - Bat

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deep-Cavern Bat

① ②

Creature -- Bat

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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## Elenda, Saint of Dusk (2)(W)(B)

Legendary Creature -- Vampire Knight

Lifelink, hexproof from instants  
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.

4/4

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| <div><div><div>Elenda, Saint of Dusk</div><div>2WB</div></div><div>Legendary Creature -- Vampire Knight</div><div>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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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> | <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> | <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> |
| <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>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>Go for the Throat</div><div>1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         |

1 B

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B

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[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

[+1]: Each player discards a card.  
[-2]: Target player sacrifices a creature.  
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

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Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preacher of the Schism (2)(B)

Creature -- Vampire Cleric

Deathtouch  
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.  
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.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preacher of the Schism (2)(B)

Creature -- Vampire Cleric

**Deathtouch**  
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.  
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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preacher of the Schism (2)(B)

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Deathtouch  
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.  
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.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Restless Fortress

Land

This land enters tapped.  
{T}: Add {W} or {B}.  
{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.  
Whenever this land attacks, defending player loses 2 life and you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Restless Fortress

Land

This land enters tapped.  
{T}: Add {W} or {B}.  
{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Restless Fortress

Land

This land enters tapped.  
{T}: Add {W} or {B}.  
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| <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>({T}: Add {W} or {B}.)<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>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>({T}: Add {W} or {B}.)<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>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>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>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>Virtue of Loyalty</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>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> |

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| <b>Virtue of Loyalty</b> (3)(W)(W)<br>Enchantment<br>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.<br><br>----- ADVENTURE -----<br><b>Ardenvale Fealty</b> (1)(W)<br>Instant -- Adventure<br>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                  | <b>Zoraline, Cosmos Caller</b> (1)(W)(B)<br>Legendary Creature -- Bat Cleric<br>Flying, vigilance<br>Whenever a Bat you control attacks, you gain 1 life.<br>Whenever Zoraline 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.<br><br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                   | <b>Zoraline, Cosmos Caller</b> (1)(W)(B)<br>Legendary Creature -- Bat Cleric<br>Flying, vigilance<br>Whenever a Bat you control attacks, you gain 1 life.<br>Whenever Zoraline 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.<br><br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Zoraline, Cosmos Caller</b> (1)(W)(B)<br>Legendary Creature -- Bat Cleric<br>Flying, vigilance<br>Whenever a Bat you control attacks, you gain 1 life.<br>Whenever Zoraline 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.<br><br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Cruelclaw's Heist</b> (B)(B)<br>Sorcery<br>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cruelclaw's Heist</b> (B)(B)<br>Sorcery<br>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cut Down</b> (B)<br>Instant<br>Destroy target creature with total power and toughness 5 or less.<br><br>[sideboard]<br><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><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                    |

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Vigilance  
When Loran enters, destroy up to one target artifact or enchantment.  
{T}: You and target opponent each draw a card.

2/1

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W

**Vigilance**  
When Loran enters, destroy up to one target artifact or enchantment.  
{T}: You and target opponent each draw a card.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

When this enchantment enters, exile all graveyards.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> Split Up <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <hr/> <div>Sorcery</div> <hr/> <div> Choose one -- <ul style="list-style-type: none"> <li>* Destroy all tapped creatures.</li> <li>* Destroy all untapped creatures.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Temporary Lockdown <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <hr/> <div>Enchantment</div> <hr/> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Temporary Lockdown <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <hr/> <div>Enchantment</div> <hr/> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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