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| <div> <b>Castle Ardenvale</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Plains.</p> <p>{T}: Add {W}.</p> <p>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                    | <div> <b>Deduce</b> <div> 1 U </div> </div> <div> Instant </div> <div> <p>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                       | <div> <b>Deduce</b> <div> 1 U </div> </div> <div> Instant </div> <div> <p>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                       | <div> <b>Deserted Beach</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                    |
| <div> <b>Eiganjo, Seat of the Empire</b> </div> <div> Legendary Land </div> <div> <p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Farewell</b> <div> 4 W W </div> </div> <div> Sorcery </div> <div> <p>Choose one or more --</p> <ul style="list-style-type: none"> <li>* Exile all artifacts.</li> <li>* Exile all creatures.</li> <li>* Exile all enchantments.</li> <li>* Exile all graveyards.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Farewell</b> <div> 4 W W </div> </div> <div> Sorcery </div> <div> <p>Choose one or more --</p> <ul style="list-style-type: none"> <li>* Exile all artifacts.</li> <li>* Exile all creatures.</li> <li>* Exile all enchantments.</li> <li>* Exile all graveyards.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Farewell</b> <div> 4 W W </div> </div> <div> Sorcery </div> <div> <p>Choose one or more --</p> <ul style="list-style-type: none"> <li>* Exile all artifacts.</li> <li>* Exile all creatures.</li> <li>* Exile all enchantments.</li> <li>* Exile all graveyards.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

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Land

{T}: Add {W}.  
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## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hall of Storm Giants

Land

If you control two or more other lands, this land enters tapped.

{T}: Add {U}.

{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hengegate Pathway

Land

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

- - - BACK FACE - - -

## Mistgate Pathway

Land

$$\{T\}: \text{Add } \{U\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Hengegate Pathway

Land

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

- - - BACK FACE - - -

## Mistgate Pathway

Land

$$\{T\}: \text{Add } \{U\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Skaiwannacry - Pioneer (ANZ Super Series Cycle 7 Sunday 5K)

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 2/10 - 8 cards - 2.5 x 3.5 in each

**Playtest cards - Skaiwannacry - Pioneer (ANZ Super Series Cycle 7 Sunday 5K)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each  
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.

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| <div><div>Lotus Field</div><div>Land</div><div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Lotus Field</div><div>Land</div><div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Lotus Field</div><div>Land</div><div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Lotus Field</div><div>Land</div><div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             |
| <div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Memory Deluge</div> <div>Instant</div> <div>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.<br/>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Memory Deluge</div> <div>Instant</div> <div>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.<br/>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Memory Deluge</div> <div>Instant</div> <div>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.<br/>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Memory Deluge</div> <div>Instant</div> <div>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.<br/>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>                                                                                                               |

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| <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         | <div><div>Shark Typhoon</div><div>Enchantment</div><div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.<br/>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)<br/>When you cycle this card, create an X/X blue Shark creature token with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shark Typhoon</div><div>Enchantment</div><div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.<br/>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)<br/>When you cycle this card, create an X/X blue Shark creature token with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Shark Typhoon</div><div>Enchantment</div><div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.<br/>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)<br/>When you cycle this card, create an X/X blue Shark creature token with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul Partition</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul Partition</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div>Strict Proctor</div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     |

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| <div> <div>Strict Proctor</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div> </div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                 | <div> <div>Strict Proctor</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div> </div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                 | <div> <div>Strict Proctor</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div> </div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Teferi, Hero of Dominaria</div> <div> <div>3</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div> <div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</div> <div>[-3]: Put target nonland permanent into its owner's library third from the top.</div> <div>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div> </div> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Teferi, Hero of Dominaria</div> <div> <div>3</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div> <div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</div> <div>[-3]: Put target nonland permanent into its owner's library third from the top.</div> <div>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div> </div> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Teferi, Hero of Dominaria</div> <div> <div>3</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div> <div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</div> <div>[-3]: Put target nonland permanent into its owner's library third from the top.</div> <div>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div> </div> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Thespian's Stage</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> </div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                      | <div> <div>Thespian's Stage</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> </div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                                      |

Playtest cards - Skaiwannacry - Pioneer (ANZ Super Series Cycle 7 Sunday 5K)

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

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| <div>Thespian's Stage</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div>The Wandering Emperor (2)(W)(W)</div> <div>Legendary Planeswalker</div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Wandering Emperor (2)(W)(W)</div> <div>Legendary Planeswalker</div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Wandering Emperor (2)(W)(W)</div> <div>Legendary Planeswalker</div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Baneslayer Angel (3)(W)(W)</div> <div>Creature -- Angel</div> <div>Flying, first strike, lifelink, protection from Demons and from Dragons</div> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Dovin's Veto (W)(U)</div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                          | <div>Dovin's Veto (W)(U)</div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                          | <div>Dovin's Veto (W)(U)</div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                          |

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| <div><div>High Noon</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment:<br/>It deals 5 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div>High Noon</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment:<br/>It deals 5 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div>Hullbreaker Horror</div><div><div>5</div><div>U</div><div>U</div></div></div> <div>Creature -- Kraken Horror</div> <div>Flash<br/>This spell can't be countered.<br/>Whenever you cast a spell, choose up to one --<br/>* Return target spell you don't control to its owner's hand.<br/>* Return target nonland permanent to its owner's hand.</div> <div>[sideboard]</div> <div>7/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div><div>Knockout Blow</div><div><div>2</div><div>W</div></div></div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a red creature.<br/>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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 PLAY botbox.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 PLAY botbox.dev </div> </div> | <div> <div> Thought Distortion 4BB </div> <div> Sorcery </div> <div> This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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