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| <div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div></div><div><div>----- OTHER FACE -----</div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Caves of Koilos</div><div>Land</div></div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Caves of Koilos</div><div>Land</div></div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Caves of Koilos</div><div>Land</div></div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             |
| <div><div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                    | <div><div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            | <div><div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            | <div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {B}.</div></div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Deep-Cavern Bat1B</div><div>Creature -- Bat</div><div>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <div><div>Deep-Cavern Bat1B</div><div>Creature -- Bat</div><div>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deep-Cavern Bat1B</div><div>Creature -- Bat</div><div>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deep-Cavern Bat1B</div><div>Creature -- Bat</div><div>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dennick, Pious ApprenticeWU</div><div>Legendary Creature -- Human Soldier</div><div>Lifelink<br/>Cards in graveyards can't be the targets of spells or abilities.<br/>Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</div><div>2/3</div><div>--- BACK FACE ---</div><div><div>Dennick, Pious Apparition</div><div>Legendary Creature -- Spirit Soldier</div><div>Flying<br/>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>If Dennick would be put into a graveyard from anywhere, exile it instead.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <b>Dennick, Pious Apprentice</b> (W)(U)<br>Legendary Creature -- Human Soldier<br>Lifelink<br>Cards in graveyards can't be the targets of spells or abilities.<br>Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)<br><div>2/3</div> <div>BACK FACE</div> <b>Dennick, Pious Apparition</b><br>Legendary Creature -- Spirit Soldier<br>Flying<br>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br>If Dennick would be put into a graveyard from anywhere, exile it instead.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dennick, Pious Apprentice</b> (W)(U)<br>Legendary Creature -- Human Soldier<br>Lifelink<br>Cards in graveyards can't be the targets of spells or abilities.<br>Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)<br><div>2/3</div> <div>BACK FACE</div> <b>Dennick, Pious Apparition</b><br>Legendary Creature -- Spirit Soldier<br>Flying<br>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br>If Dennick would be put into a graveyard from anywhere, exile it instead.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Eiganjo, Seat of the Empire</b><br>Legendary Land<br>{T}: Add {W}.<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Faerie Mastermind</b> (1)(U)<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Faerie Mastermind</b> (1)(U)<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <b>Faerie Mastermind</b> (1)(U)<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                          | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                              |

# Playtest cards - Eissar - Standard (Standard League)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                            | <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                 | <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                |
| <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Otawara, Soaring City</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                    | <div><div>Raffine, Scheming Seer</div><div><div>W</div><div>U</div><div>B</div></div></div> <div><div>Legendary Creature -- Sphinx Demon</div><div>Flying, ward {1}<br/>Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

W U B

Flying, ward {1}  
Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U B

Flying, ward {1}  
Whenever you attack, target attacking creature convines X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)

 $\frac{1}{4}$ 

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U B

Flying, ward {1}  
Whenever you attack, target attacking creature convines X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Raffine's Tower

({T}: Add {W}, {U}, or {B}.)  
This land enters tapped.  
Cycling {3} ({3}, Discard this card:  
Draw a card.)

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Land -- Plains Island Swamp

(**{T}**: Add **{W}**, **{U}**, or **{B}**.)  
This land enters tapped.  
Cycling **{3}** (**{3}**, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
{T}: Add {W} or {U}.  
{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.  
Whenever this land attacks, create a Map token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
{T}: Add {W} or {U}.  
{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.  
Whenever this land attacks, create a Map token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
 {T}: Add {W} or {U}.  
 {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.  
 Whenever this land attacks, create a Map token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Restless Anchorage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {U}.</p><p>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</p><p>Whenever this land attacks, create a Map token.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Seachrome Coast</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer 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>  | <div><div>Seachrome Coast</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer 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>  | <div><div>Shattered Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {W} or {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Shattered Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {W} or {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                      | <div><div>Shattered Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {W} or {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Shattered Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {W} or {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                              |

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| <div> <b>Takenuma, Abandoned Mire</b> </div> <div> <b>Legendary Land</b> </div> <div> <p>{T}: Add {B}.</p> <p>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. 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>The Wandering Emperor 2WW</b> </div> <div> <b>Legendary Planeswalker</b> </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>The Wandering Emperor 2WW</b> </div> <div> <b>Legendary Planeswalker</b> </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Underground River</b> </div> <div> <b>Land</b> </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {U} or {B}. This land deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                |
| <div> <b>Underground River</b> </div> <div> <b>Land</b> </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {U} or {B}. This land deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                   | <div> <b>Virtue of Loyalty 3WW</b> </div> <div> <b>Enchantment</b> </div> <div> <p>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</p> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Ardenvale Fealty 1W</b> </div> <div> <b>Instant -- Adventure</b> </div> <div> <p>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                       | <div> <b>Virtue of Loyalty 3WW</b> </div> <div> <b>Enchantment</b> </div> <div> <p>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</p> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Ardenvale Fealty 1W</b> </div> <div> <b>Instant -- Adventure</b> </div> <div> <p>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                       | <div> <b>Virtue of Loyalty 3WW</b> </div> <div> <b>Enchantment</b> </div> <div> <p>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</p> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Ardenvale Fealty 1W</b> </div> <div> <b>Instant -- Adventure</b> </div> <div> <p>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div>[sideboard]</div><div>-----<br/>- - - OTHER FACE - - -</div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                        | <div><div><div>Cut Down</div><div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                         | <div><div><div>Destroy Evil</div><div>1W</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                           | <div><div><div>Destroy Evil</div><div>1W</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                           |





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| <div><div>Temporary Lockdown1WW</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 Lockdown1WW</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>Tishana's Tidebinder2U</div><div>Creature -- Merfolk Wizard</div><div>Flash</div><div>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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