

## Adarkar Wastes

Land

{T}: Add {C}.  
{T}: Add {W} or {U}. This land deals  
1 damage to you.

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## Eiganjo, Seat of the Empire

## Legendary Land

{T}: Add {W}.  
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.

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## Enduring Curiosity (2)(U)(U)

Enchantment Creature -- Cat Glimmer

Flash  
Whenever a creature you control deals combat damage to a player, draw a card.  
When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

4/3

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## Enduring Curiosity (2UU)

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When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

4/3

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**Enduring Innocence** (1)(W)(W)

Enchantment Creature -- Sheep Glimmer

**Lifelink**  
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

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| <div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Rogue</div><div><div>Flash</div><div>Flying</div><div>Whenever an opponent draws their second card each turn, you draw a card.</div><div>{3}{U}: Each player draws a card.</div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Rogue</div><div><div>Flash</div><div>Flying</div><div>Whenever an opponent draws their second card each turn, you draw a card.</div><div>{3}{U}: Each player draws a card.</div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div>Instant</div><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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div>Instant</div><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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div><div>({T}: Add {W} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div><div>({T}: Add {W} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div><div>({T}: Add {W} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div><div>({T}: Add {W} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               |

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| <div> <div>Hengegate Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div> <div>BACK FACE</div> </div> <div>Mistgate Pathway</div> <div>Land</div> <div>{T}: Add {U}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Hengegate Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div> <div>BACK FACE</div> </div> <div>Mistgate Pathway</div> <div>Land</div> <div>{T}: Add {U}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Hengegate Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div> <div>BACK FACE</div> </div> <div>Mistgate Pathway</div> <div>Land</div> <div>{T}: Add {U}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                            | <div> <div>Hengegate Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div> <div>BACK FACE</div> </div> <div>Mistgate Pathway</div> <div>Land</div> <div>{T}: Add {U}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                            |
| <div> <div>Invasion of Gobakhan</div> <div>Battle -- Siege</div> <div> <div>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)</div> <div>When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div> <div> <div>D</div> <div>3</div> </div> <div> <div>BACK FACE</div> </div> <div>Lightshield Array</div> <div>Enchantment</div> <div>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                   | <div> <div>Mausoleum Wanderer</div> <div>Creature -- Spirit</div> <div> <div>Flying</div> <div>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.</div> <div>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Mausoleum Wanderer</div> <div>Creature -- Spirit</div> <div> <div>Flying</div> <div>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.</div> <div>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

Playtest cards - remf - Pioneer (Pioneer Challenge 64)

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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| <b>Mausoleum Wanderer</b> <br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mausoleum Wanderer</b> <br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                        | <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                        |
| <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                     | <b>No More Lies</b>  <br>Instant<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                  | <b>No More Lies</b>  <br>Instant<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>No More Lies</b>  <br>Instant<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <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>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>Rattlechains</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                         | <div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                         | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                         | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                         | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                         |
| <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Soul Partition

Instant

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.

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## Spell Pierce

Instant

Counter target noncreature spell  
unless its controller pays {2}.

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Instant

Counter target noncreature spell  
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spell Queller

Creature -- Spirit

```
Flash
Flying
When this creature enters, exile
target spell with mana value 4 or
less.
When this creature leaves the
battlefield, the exiled card's owner
may cast that card without paying
its mana cost.
```

2/3

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2/3

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying  
When this creature enters, exile  
target spell with mana value 4 or  
less.  
When this creature leaves the  
battlefield, the exiled card's owner  
may cast that card without paying  
its mana cost.

2/3

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## Supreme Phantom

Creature -- Spirit

Flying  
Other Spirits you control get +1/+1.

1/3

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| <div> <div>Supreme Phantom</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Flying</div> <div>Other Spirits you control get +1/+1.</div> </div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>The Wandering Emperor</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Planeswalker</div> <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> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>The Wandering Emperor</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Planeswalker</div> <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> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>The Wandering Emperor</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Planeswalker</div> <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> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Annul</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                    | <div> <div>Disdainful Stroke</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                             | <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</div> <div>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div> <div>[sideboard]</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                         | <div> <div>Ghost Vacuum</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}: Exile target card from a graveyard.</div> <div>{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.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                           |

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| <div><div><div>Ghost Vacuum</div><div>1</div></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><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Portable Hole</div><div>W</div></div><div>Artifact</div><div><p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Portable Hole</div><div>W</div></div><div>Artifact</div><div><p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Portable Hole</div><div>W</div></div><div>Artifact</div><div><p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             |
| <div><div><div>Portable Hole</div><div>W</div></div><div>Artifact</div><div><p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>Split Up</div><div>1WW</div></div><div>Sorcery</div><div><p>Choose one --</p><ul style="list-style-type: none"><li>* Destroy all tapped creatures.</li><li>* Destroy all untapped creatures.</li></ul><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div><div>Split Up</div><div>1WW</div></div><div>Sorcery</div><div><p>Choose one --</p><ul style="list-style-type: none"><li>* Destroy all tapped creatures.</li><li>* Destroy all untapped creatures.</li></ul><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div><div>Three Steps Ahead</div><div>U</div></div><div>Instant</div><div><p>Spree (Choose one or more additional costs.)</p><ul style="list-style-type: none"><li>+ {1}{U} -- Counter target spell.</li><li>+ {3} -- Create a token that's a copy of target artifact or creature you control.</li><li>+ {2} -- Draw two cards, then discard a card.</li></ul><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Tishana's Tidebinder 2U</div><div>Creature -- Merfolk Wizard</div><div>Flash<br/>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></div> | <div><div><div>Tishana's Tidebinder 2U</div><div>Creature -- Merfolk Wizard</div><div>Flash<br/>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></div> | <div><div><div>Tishana's Tidebinder 2U</div><div>Creature -- Merfolk Wizard</div><div>Flash<br/>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></div> |  |
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