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| <p><b>Abrade</b> (1)(R)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                  | <p><b>Adarkar Wastes</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}: Add {W} or {U}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                               | <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <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> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <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> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <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> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Change the Equation</b> (1)(U)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell with mana value 2 or less.</li> <li>* Counter target red or green spell with mana value 6 or less.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Cori Mountain Monastery</b></p> <p>Land</p> <p>This land enters tapped unless you control a Plains or an Island.</p> <p>{T}: Add {R}.</p> <p>{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                   | <p><b>Cori Mountain Monastery</b></p> <p>Land</p> <p>This land enters tapped unless you control a Plains or an Island.</p> <p>{T}: Add {R}.</p> <p>{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                   |

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| <div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               | <div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               | <div><div>Dispelling Exhale</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.)<br/>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Elegant Parlor</div></div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (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>Elegant Parlor</div></div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (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>Elegant Parlor</div></div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (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>Floodfarm Verge</div></div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                  | <div><div>Floodfarm Verge</div></div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    |

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| <div><div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                   | <div><div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Get Lost</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Get Lost</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Get Lost</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><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><div>{T}: Add {U}.</div></div></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><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                   | <div><div><div>Lightning Helix</div><div>Instant</div><div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                   |

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| <div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                         | <div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                               | <div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                               | <div><div><div>Marang River Regent</div><div><div>4</div><div>U</div><div>U</div></div></div><div><div>Creature -- Dragon</div><div>Flying</div><div>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div></div></div> <div><div>6/7</div><div>----- ADVENTURE -----</div><div><div>Coil and Catch</div><div><div>3</div><div>U</div></div></div><div><div>Instant -- Omen</div><div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Marang River Regent</div><div><div>4</div><div>U</div><div>U</div></div></div><div><div>Creature -- Dragon</div><div>Flying</div><div>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div></div></div> <div><div>6/7</div><div>----- ADVENTURE -----</div><div><div>Coil and Catch</div><div><div>3</div><div>U</div></div></div><div><div>Instant -- Omen</div><div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                           |

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| <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>                                                                                                                                                                                               | <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>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</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>Rediscover the Way</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I, II -- Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.<br/>III -- Whenever you cast a noncreature spell this turn, target creature you control gains double strike until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ride's End</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Spirit Dragon

Flying, vigilance  
When Shiko enters, exile target  
nonland card with mana value 3 or  
less from your graveyard. Copy it,  
then you may cast the copy without  
paying its mana cost. (A copy of a  
permanent spell becomes a token.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Stock Up</div><div>2U</div></div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        | <div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        | <div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                        |
| <div>Temporary Lockdown</div> <div>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temporary Lockdown</div> <div>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temporary Lockdown</div> <div>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Three Steps Ahead</div> <div>U</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div> Instant </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Thundering Falls</b> </div> <div> Land -- Island Mountain </div> <div> <p>([T]): Add [U] or [R].)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Thundering Falls</b> </div> <div> Land -- Island Mountain </div> <div> <p>([T]): Add [U] or [R].)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Tishana's Tidebinder</b> <span>2U</span> </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Flash</p> <p>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.)</p> </div> <div> <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                       |
| <div> <b>Abrade</b> <span>1R</span> </div> <div> Instant </div> <div> <p>Choose one --</p> <p>* Abrade deals 3 damage to target creature.</p> <p>* Destroy target artifact.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                         | <div> <b>Authority of the Consuls</b> <span>W</span> </div> <div> Enchantment </div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                        | <div> <b>Authority of the Consuls</b> <span>W</span> </div> <div> Enchantment </div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                        | <div> <b>Beza, the Bounding Spring</b> <span>2WW</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> <p>[sideboard]</p> </div> <div> <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <div>Change the Equation</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell with mana value 2 or less.</li> <li>* Counter target red or green spell with mana value 6 or less.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                            | <div> <div>Change the Equation</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell with mana value 2 or less.</li> <li>* Counter target red or green spell with mana value 6 or less.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                            | <div> <div>Ghost Vacuum</div> <div> <div>1</div> <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ghost Vacuum</div> <div> <div>1</div> <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Kutzil's Flanker</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Creature -- Cat Warrior</div> <div> <p>Flash</p> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</li> <li>* You gain 2 life and scry 2.</li> <li>* Exile target player's graveyard.</li> </ul> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Kutzil's Flanker</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Creature -- Cat Warrior</div> <div> <p>Flash</p> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</li> <li>* You gain 2 life and scry 2.</li> <li>* Exile target player's graveyard.</li> </ul> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                        | <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> Tishana's Tidebinder 2U </div> <div> Creature -- Merfolk Wizard </div> <div> Flash <p>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.)</p> </div> <div> [sideboard] </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> Tishana's Tidebinder 2U </div> <div> Creature -- Merfolk Wizard </div> <div> Flash <p>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.)</p> </div> <div> [sideboard] </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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