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| <div><div><div>Change the Equation</div><div>①②</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell with mana value 2 or less.<br/>* Counter target red or green spell with mana value 6 or less.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Deduce</div><div>①②</div></div><div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Deduce</div><div>①②</div></div><div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Deserted Beach</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Deserted Beach</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                | <div><div><div>Deserted Beach</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                             | <div><div><div>Dovin's Veto</div><div>ⓈⓊ</div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                       | <div><div><div>Dovin's Veto</div><div>ⓈⓊ</div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>           |

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| <div> <div>Dovin's Veto</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Instant</div> <div>This spell can't be countered.<br/>Counter target noncreature spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div> <div>Eiganjo Uprising</div> <div> <div>X</div> <div>R</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Create X 2/2 white Samurai creature tokens with vigilance. They gain menace and haste until end of turn. Each opponent creates X minus one 2/2 white Samurai creature tokens with vigilance.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Farewell</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Choose one or more --<br/>* Exile all artifacts.<br/>* Exile all creatures.<br/>* Exile all enchantments.<br/>* Exile all graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Field of Ruin</div> </div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      |
| <div> <div>Field of Ruin</div> </div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Field of Ruin</div> </div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <div> <div>Fountainport</div> </div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Get Lost</div><div><div>1W</div></div></div> <div><div>Instant</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 PLAY</div><div>botbox.dev</div></div> | <div><div>Hall of Storm Giants</div></div> <div><div>Land</div><div>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}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Hallowed Fountain</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                   | <div><div>Hallowed Fountain</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                   |
| <div><div>Hallowed Fountain</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                               | <div><div>Hallowed Fountain</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                 | <div><div>High Noon</div><div><div>1W</div></div></div> <div><div>Enchantment</div><div>Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>High Noon</div><div><div>1W</div></div></div> <div><div>Enchantment</div><div>Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</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. 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. 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. 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>Memory Deluge (2)(U)(U)</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. 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> | <div><div>Memory Deluge (2)(U)(U)</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. 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> |

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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>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>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>                                                                                                                                                                  |

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| <div><div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{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.<br/>Whenever this land attacks, create a Map token.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{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.<br/>Whenever this land attacks, create a Map token.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{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.<br/>Whenever this land attacks, create a Map token.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>Settle the Wreckage 2WW</div> <div>Instant</div> <div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        | <div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <div>Supreme Verdict 1WWWU</div> <div>Sorcery</div> <div>This spell can't be countered.<br/>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                    |
| <div>Supreme Verdict 1WWWU</div> <div>Sorcery</div> <div>This spell can't be countered.<br/>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Teferi, Hero of Dominaria 3WU</div> <div>Legendary Planeswalker -- Teferi</div> <div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.<br/>[-3]: Put target nonland permanent into its owner's library third from the top.<br/>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Teferi, Hero of Dominaria 3WU</div> <div>Legendary Planeswalker -- Teferi</div> <div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.<br/>[-3]: Put target nonland permanent into its owner's library third from the top.<br/>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Wandering Emperor 2WW</div> <div>Legendary Planeswalker</div> <div>Flash<br/>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>[-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>The Wandering Emperor</b> </div> <div>           Legendary Planeswalker         </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> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>The Wandering Emperor</b> </div> <div>           Legendary Planeswalker         </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> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>The Wandering Emperor</b> </div> <div>           Legendary Planeswalker         </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> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Three Steps Ahead</b> </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> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                               |
| <div> <b>Beza, the Bounding Spring</b> </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> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                | <div> <b>Beza, the Bounding Spring</b> </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> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                | <div> <b>Chrome Host Seedshark</b> </div> <div>           Creature -- Phyrexian Shark         </div> <div> <p>Flying</p> <p>Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                            | <div> <b>Chrome Host Seedshark</b> </div> <div>           Creature -- Phyrexian Shark         </div> <div> <p>Flying</p> <p>Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div> <div>Dovin's Veto</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered.<br/>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>Hullbreaker Horror</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Kraken Horror</div> <div> <p>Flash</p> <p>This spell can't be countered.<br/>Whenever you cast a spell, choose up to one --</p> <p>* Return target spell you don't control to its owner's hand.<br/>* Return target nonland permanent to its owner's hand.</p> <p>[sideboard]</p> </div> <div> <div>7/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Knockout Blow</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Knockout Blow</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                  | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                  |

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| <div> Settle the Wreckage 2WW </div> <div> Instant </div> <div> <p>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Shark Typhoon 5U </div> <div> Enchantment </div> <div> <p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Shark Typhoon 5U </div> <div> Enchantment </div> <div> <p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |  |
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