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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Censor<div><div>1U</div></div></div><div>Instant</div><div>Counter target spell unless its controller pays {1}.<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Change the Equation<div><div>1U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Change the Equation<div><div>1U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deduce<div><div>1U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Deduce<div><div>1U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deserted Beach</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Deserted Beach</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Deserted Beach</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        |

## Dovin's Veto



Instant

This spell can't be countered.  
Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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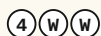
## Eiganjo, Seat of the Empire

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Farewell



## Sorcery

Choose one or more --

- \* Exile all artifacts.
- \* Exile all creatures.
- \* Exile all enchantments.
- \* Exile all graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Field of Ruin

Land

{T}: Add {C}.  
{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Field of Ruin

Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
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searches their library for a basic  
land card, puts it onto the  
battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Get Lost

① ② W

Instant

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hall of Storm Giants

Land

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

{T}: Add {U}.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hallowed Fountain

Land -- Plains Island

((T): Add {W} or {U}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hallowed Fountain

Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hallowed Fountain

Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hengegate Pathway

Land

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

- - - BACK FACE - - -

## Mistgate Pathway

Land

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

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| <div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div><div>Land</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>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div><div>Land</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>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div><div>Land</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>High Noon</div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment:<br/>It deals 5 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>High Noon</div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment:<br/>It deals 5 damage to any target.</div></div><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><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><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                             |

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| <div> <b>Kaheera, the Orphanguard</b> <span>1</span><span>6/W</span><span>6/W</span> </div> <div>           Legendary Creature -- Cat Beast         </div> <div> <p>Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>Vigilance</p> <p>Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>March of Otherworldly Light</b> <span>X</span><span>W</span> </div> <div>           Instant         </div> <div> <p>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.</p> <p>Exile target artifact, creature, or enchantment with mana value X or less.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                         | <div> <b>March of Otherworldly Light</b> <span>X</span><span>W</span> </div> <div>           Instant         </div> <div> <p>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.</p> <p>Exile target artifact, creature, or enchantment with mana value X or less.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                         | <div> <b>March of Otherworldly Light</b> <span>X</span><span>W</span> </div> <div>           Instant         </div> <div> <p>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.</p> <p>Exile target artifact, creature, or enchantment with mana value X or less.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Memory Deluge</b> <span>2</span><span>U</span><span>U</span> </div> <div>           Instant         </div> <div> <p>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.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                      | <div> <b>Memory Deluge</b> <span>2</span><span>U</span><span>U</span> </div> <div>           Instant         </div> <div> <p>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.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Memory Deluge</b> <span>2</span><span>U</span><span>U</span> </div> <div>           Instant         </div> <div> <p>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.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Meticulous Archive</b> </div> <div>           Land -- Plains Island         </div> <div> <p>{T}: Add {W} or {U}.)</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>                                                                                                   |

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| <p><b>Narset, Parter of Veils</b> (1)(U)(U)</p> <p>Legendary Planeswalker -- Narset</p> <p>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <div>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>No More Lies</b> (W)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                  | <p><b>No More Lies</b> (W)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>No More Lies</b> (W)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>No More Lies</b> (W)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                   | <p><b>Otawara, Soaring City</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Plains</b></p> <p>Basic Land -- Plains</p> <p>({T}: Add {W}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                      | <p><b>Plains</b></p> <p>Basic Land -- Plains</p> <p>({T}: Add {W}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                      |

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shark Typhoon</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.</p> <p>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)</p> <p>When you cycle this card, create an X/X blue Shark creature token with flying.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div>Sunken Citadel</div> <div>Land -- Cave</div> <div> <p>This land enters tapped. As it enters, choose a color.</p> <p>{T}: Add one mana of the chosen color.</p> <p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                      |
| <div>Supreme Verdict</div> <div>Sorcery</div> <div> <p>This spell can't be countered.</p> <p>Destroy all creatures.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <div>Supreme Verdict</div> <div>Sorcery</div> <div> <p>This spell can't be countered.</p> <p>Destroy all creatures.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <div>Teferi, Hero of Dominaria</div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</p> <p>[-3]: Put target nonland permanent into its owner's library third from the top.</p> <p>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Teferi, Hero of Dominaria</div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</p> <p>[-3]: Put target nonland permanent into its owner's library third from the top.</p> <p>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Temporary Lockdown</b> <span>1</span><span>W</span><span>W</span> </div> <div> Enchantment </div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                                                                                  | <div> <b>Temporary Lockdown</b> <span>1</span><span>W</span><span>W</span> </div> <div> Enchantment </div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                | <div> <b>The Wandering Emperor</b> <span>2</span><span>W</span><span>W</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>The Wandering Emperor</b> <span>2</span><span>W</span><span>W</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> |
| <div> <b>The Wandering Emperor</b> <span>2</span><span>W</span><span>W</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Ashiok, Dream Render</b> <span>1</span><span>U/B</span><span>U/B</span> </div> <div> Legendary Planeswalker -- Ashiok </div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library.</p> <p>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Change the Equation</b> <span>1</span><span>U</span> </div> <div> Instant </div> <div> <p>Choose one --</p> <p>* Counter target spell with mana value 2 or less.</p> <p>* Counter target red or green spell with mana value 6 or less.</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                                                                       | <div> <b>Damping Sphere</b> <span>2</span> </div> <div> Artifact </div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.</p> <p>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                         |

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| <div> <b>Damping Sphere</b> <span>2</span> </div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.</p> <p>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                | <div> <b>Dovin's Veto</b> <span>W</span><span>U</span> </div> <div>Instant</div> <div> <p>This spell can't be countered.</p> <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> <b>Farewell</b> <span>4</span><span>W</span><span>W</span> </div> <div>Sorcery</div> <div> <p>Choose one or more --</p> <ul style="list-style-type: none"> <li>* Exile all artifacts.</li> <li>* Exile all creatures.</li> <li>* Exile all enchantments.</li> <li>* Exile all graveyards.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Hullbreaker Horror</b> <span>5</span><span>U</span><span>U</span> </div> <div>Creature -- Kraken Horror</div> <div> <p>Flash</p> <p>This spell can't be countered.</p> <p>Whenever you cast a spell, choose up to one --</p> <ul style="list-style-type: none"> <li>* Return target spell you don't control to its owner's hand.</li> <li>* Return target nonland permanent to its owner's hand.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>7/8</div> </div> |
| <div> <b>Kaheera, the Orphanguard</b> <span>1</span><span>G/W</span><span>G/W</span> </div> <div>Legendary Creature -- Cat Beast</div> <div> <p>Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>Vigilance</p> <p>Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>3/2</div> </div> | <div> <b>Knockout Blow</b> <span>2</span><span>W</span> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a red creature.</p> <p>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> <b>Knockout Blow</b> <span>2</span><span>W</span> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a red creature.</p> <p>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> <b>Mystical Dispute</b> <span>2</span><span>U</span> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.</p> <p>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>                                                                                                                                                                                                                      |

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| <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.</p> <p>Counter target spell unless its controller pays {3}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Regal Caracal</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div> <p>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)</p> <p>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</p> </div> <div>[sideboard]</div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Shark Typhoon</div> <div> <div>5</div> <div>U</div> </div> </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.</p> <p>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)</p> <p>When you cycle this card, create an X/X blue Shark creature token with flying.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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