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| <div>Castle Ardenvale</div> <div>Land</div> <div>This land enters tapped unless you control a Plains.<br/>{T}: Add {W}.<br/>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Change the Equation1U</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>Deduce1U</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>Deduce1U</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>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>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>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>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>                  |

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| <div> <div>Dovin's Veto</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>This spell can't be countered.<br/>Counter target noncreature spell.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                              | <div> <div>Dovin's Veto</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>This spell can't be countered.<br/>Counter target noncreature spell.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                              | <div> <div>Eiganjo, Seat of the Empire</div> </div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {W}.<br/>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Farewell</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Choose one or more --<br/>* Exile all artifacts.<br/>* Exile all creatures.<br/>* Exile all enchantments.<br/>* Exile all graveyards.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Field of Ruin</div> </div> <div> <div>Land</div> <div> <p>{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.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Field of Ruin</div> </div> <div> <div>Land</div> <div> <p>{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.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Field of Ruin</div> </div> <div> <div>Land</div> <div> <p>{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.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                   | <div> <div>Floodfarm Verge</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                   |

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| <div><div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div><div>Fountainport</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Get Lost</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Get Lost</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>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>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>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>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>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>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>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>High Noon</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div><div>High Noon</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                              | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                              |
| <div><div>March of Otherworldly Light</div><div><div>X</div><div>W</div></div></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.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>March of Otherworldly Light</div><div><div>X</div><div>W</div></div></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.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>March of Otherworldly Light</div><div><div>X</div><div>W</div></div></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.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>March of Otherworldly Light</div><div><div>X</div><div>W</div></div></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.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Memory Deluge</b> <span>2UU</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>2UU</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>2UU</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> |
| <div> <b>Narset, Parter of Veils</b> <span>1UU</span> </div> <div>Legendary Planeswalker -- Narset</div> <div> <p>Each opponent can't draw more than one card each turn.</p> <p>[-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> <div> <div>L 5</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>No More Lies</b> <span>WU</span> </div> <div>Instant</div> <div> <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> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                           | <div> <b>No More Lies</b> <span>WU</span> </div> <div>Instant</div> <div> <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> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                           | <div> <b>No More Lies</b> <span>WU</span> </div> <div>Instant</div> <div> <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> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </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>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>                                                                                                                                                                    | <div><div>Raugrin Triome</div></div> <div><div>Land -- Island Mountain Plains</div><div>{T}: Add {U}, {R}, or {W}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                     | <div><div>Restless Anchorage</div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Restless Anchorage</div></div> <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><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> 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <b>The Wandering Emperor</b> <span>2</span><span>W</span><span>W</span> </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> <div>L3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>The Wandering Emperor</b> <span>2</span><span>W</span><span>W</span> </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> <div>L3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>The Wandering Emperor</b> <span>2</span><span>W</span><span>W</span> </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> <div>L3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Three Steps Ahead</b> <span>U</span> </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> Spells and abilities your opponents control can't cause their controller to search their library.<br/> [-1]: Target player mills four cards. Then exile each opponent's graveyard. </div> <div> <div>[sideboard]</div> </div> <div> <div>L5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                            | <div> <b>Beza, the Bounding Spring</b> <span>2</span><span>W</span><span>W</span> </div> <div> Legendary Creature -- Elemental Elk </div> <div> 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. </div> <div> <div>[sideboard]</div> </div> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                      | <div> <b>Beza, the Bounding Spring</b> <span>2</span><span>W</span><span>W</span> </div> <div> Legendary Creature -- Elemental Elk </div> <div> 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. </div> <div> <div>[sideboard]</div> </div> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                      | <div> <b>Dovin's Veto</b> <span>W</span><span>U</span> </div> <div> Instant </div> <div> This spell can't be countered. Counter target noncreature spell. </div> <div> <div>[sideboard]</div> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                 |

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| <div> <div>Hullbreaker Horror</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Kraken Horror</div> <div>Flash</div> <div>This spell can't be countered.</div> <div>Whenever you cast a spell, choose up to one --</div> <div>* Return target spell you don't control to its owner's hand.</div> <div>* Return target nonland permanent to its owner's hand.</div> <div>[sideboard]</div> <div>7/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Kaheera, the Orphanguard</div> <div> <div>1</div> <div>G/W</div> <div>G/W</div> </div> </div> <div> <div>Legendary Creature -- Cat Beast</div> <div>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.)</div> <div>Vigilance</div> <div>Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Knockout Blow</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a red creature.</div> <div>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                  | <div> <div>Knockout Blow</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a red creature.</div> <div>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.</div> <div>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                       | <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.</div> <div>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                          | <div> <div>Narset, Parter of Veils</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Narset</div> <div>Each opponent can't draw more than one card each turn.</div> <div>[-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.</div> <div>[sideboard]</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, exile all graveyards.</div> <div>If a card or token would be put into a graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                  |

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| <div> <div>Shark Typhoon</div> <div> <div>5</div> <div>U</div> </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> <p>[sideboard]</p> </div> </div> <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> <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> <p>[sideboard]</p> </div> </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> <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> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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