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| <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>Dovin's VetoWU</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><div>Dovin's VetoWU</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><div>Dovin's VetoWU</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><div>Eiganjo, Seat of the Empire</div><div>Legendary Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Farewell4WW</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><div>Farewell4WW</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> |

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| <div><div>Field of Ruin</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of Ruin</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of Ruin</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you<br/>control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        |
| <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you<br/>control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you<br/>control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you<br/>control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Get Lost</div><div>Instant</div><div>Destroy target creature,<br/>enchantment, or planeswalker. Its<br/>controller creates two Map tokens.<br/>(They're artifacts with "{1}, {T},<br/>Sacrifice this token: Target<br/>creature you control explores.<br/>Activate only as a sorcery.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Get Lost</div><div><div>1</div><div>W</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Get Lost</div><div><div>1</div><div>W</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                 | <div><div><div>Hallowed Moonlight</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card.</div></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>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> |

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| <div>Memory Deluge</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.<br/>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>Memory Deluge</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.<br/>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>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>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>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>Narset, Parter of Veils</div> <div>Legendary Planeswalker -- Narset</div> <div>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.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Narset, Parter of Veils</div> <div>Legendary Planeswalker -- Narset</div> <div>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.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Narset, Parter of Veils</div> <div>Legendary Planeswalker -- Narset</div> <div>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.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>No More Lies</div> <div><div>W</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div>No More Lies</div> <div><div>W</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>No More Lies</div> <div><div>W</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>No More Lies</div> <div><div>W</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Otawara, Soaring City</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>( {T}: Add {W}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 | <div>Plains</div> <div>Basic Land -- Plains</div> <div>( {T}: Add {W}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 | <div>Plains</div> <div>Basic Land -- Plains</div> <div>( {T}: Add {W}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 |

## Portable Hole



Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

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## Portable Hole



Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

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## Restless Anchorage

Land

This land enters tapped.  
{T}: Add {W} or {U}.  
{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.  
Whenever this land attacks, create a Map token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Restless Anchorage

Land

This land enters tapped.  
{T}: Add {W} or {U}.  
{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.  
Whenever this land attacks, create a Map token.

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## Settle the Wreckage (2)(W)(W)

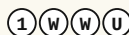


Instant

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.

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## Supreme Verdict



Sorcerv

This spell can't be countered.  
Destroy all creatures.

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## Teferi, Hero of Dominaria (3)(W)(U)



## Legendary Planeswalker -- Teferi

[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.

[-3]: Put target nonland permanent into its owner's library third from the top.

[-8]: You get an emblem with "whenever you draw a card, exile target permanent an opponent controls."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Teferi, Hero of Dominaria (3)(W)(U)



Legendary Planeswalker -- Teferi

```
[+1]: Draw a card. At the beginning
of the next end step, untap up to
two lands.
[-3]: Put target nonland permanent
into its owner's library third from
the top.
[-8]: You get an emblem with
"Whenever you draw a card, exile
target permanent an opponent
controls."
```

**L 4**

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| <b>Teferi, Hero of Dominaria</b> (2)(W)(U)<br>Legendary Planeswalker -- Teferi<br>[+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."<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                          | <b>The Wandering Emperor</b> (2)(W)(W)<br>Legendary Planeswalker<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>The Wandering Emperor</b> (2)(W)(W)<br>Legendary Planeswalker<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>The Wandering Emperor</b> (2)(W)(W)<br>Legendary Planeswalker<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br>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.<br>[sideboard]<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br>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.<br>[sideboard]<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                    | <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br>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.<br>[sideboard]<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                    | <b>Elspeth's Smite</b> (W)<br>Instant<br>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                      |

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| <div> <div> <b>Elspeth's Smite</b> <span>W</span> </div> <div> Instant </div> <div> <p>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>7/8</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>                                                                | <div> <div> <b>Hullbreaker Horror</b> <span>5UU</span> </div> <div> Creature -- Kraken Horror </div> <div> <p>Flash<br/>This spell can't be countered.<br/>Whenever you cast a spell, choose up to one --<br/>* 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 botbox.dev </div> </div> </div> | <div> <div> <b>Hullbreaker Horror</b> <span>5UU</span> </div> <div> Creature -- Kraken Horror </div> <div> <p>Flash<br/>This spell can't be countered.<br/>Whenever you cast a spell, choose up to one --<br/>* 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 botbox.dev </div> </div> </div> | <div> <div> <b>Knockout Blow</b> <span>2W</span> </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></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |
| <div> <div> <b>Leyline of Sanctity</b> <span>2WW</span> </div> <div> Enchantment </div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Leyline of Sanctity</b> <span>2WW</span> </div> <div> Enchantment </div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>                                                | <div> <div> <b>Mystical Dispute</b> <span>2U</span> </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></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>                                                                                                                          | <div> <div> <b>Mystical Dispute</b> <span>2U</span> </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></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>                                      |

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| <div> <div> <b>Narset's Reversal</b> <div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Copy target instant or sorcery spell, then return it to its owner's hand. You may choose new targets for the copy. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Rest in Peace</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> When this enchantment enters, exile all graveyards.<br/> If a card or token would be put into a graveyard from anywhere, exile it instead. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Summary Dismissal</b> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Exile all other spells and counter all abilities. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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