

<div>Castle Ardenvale</div> <div>Land</div> <div>This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Castle Vantress</div> <div>Land</div> <div>This land enters tapped unless you control an Island. {T}: Add {U}. {2}{U}{U}, {T}: Scry 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Discontinuity</div> <div>Instant</div> <div>During your turn, this spell costs {2}{U}{U} less to cast. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Discontinuity</div> <div>Instant</div> <div>During your turn, this spell costs {2}{U}{U} less to cast. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Farewell (4)(W)(W) <hr/> Sorcery <hr/> Choose one or more -- * Exile all artifacts. * Exile all creatures. * Exile all enchantments. * Exile all graveyards.	Get Lost (1)(W) <hr/> Instant <hr/> 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.")	Get Lost (1)(W) <hr/> Instant <hr/> 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.")	Get Lost (1)(W) <hr/> Instant <hr/> 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.")
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Get Lost (1)(W) <hr/> Instant <hr/> 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.")	Hall of Storm Giants <hr/> Land <hr/> 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}.)	Hallowed Fountain <hr/> Land -- Plains Island <hr/> ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Hallowed Fountain <hr/> Land -- Plains Island <hr/> ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.
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<div><div><div>Hallowed Fountain</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 PLAYbotbox.dev</div>	<div><div><div>Hallowed Fountain</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 PLAYbotbox.dev</div>	<div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div><div>Jwari Disruption</div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>----- BACK FACE -----</div><div><div>Jwari Ruins</div><div>Land</div><div>This land enters tapped. {T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lotus Field</div><div>Land</div><div>Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lotus Field</div><div>Land</div><div>Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lotus Field</div><div>Land</div><div>Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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2 U U

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.)

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W U

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.

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Legendary Land

{T}: Add {U}.
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.

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Basic Land -- Plains

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

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Basic Land -- Plains

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

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2 W W

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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5 U

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.

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Land -- Forest Plains Island

({T}: Add {G}, {W}, or {U}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

<div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>([T]): Add [G], [W], or [U].) This land enters tapped. Cycling {3} ([3], Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sphinx's Revelation</div><div>Instant</div><div>You gain X life and draw X cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strict Proctor</div><div>Creature -- Spirit Cleric</div><div>Flying Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strict Proctor</div><div>Creature -- Spirit Cleric</div><div>Flying Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Supreme Verdict</div><div><div>1</div><div>W</div><div>W</div><div>U</div></div></div> <div>Sorcery</div> <div>This spell can't be countered. Destroy all creatures.</div> <div><div>L4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Teferi, Hero of Dominaria</div><div><div>3</div><div>W</div><div>U</div></div></div> <div>Legendary Planeswalker -- Teferi</div> <div>[+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."</div> <div><div>L4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Teferi, Hero of Dominaria</div><div><div>3</div><div>W</div><div>U</div></div></div> <div>Legendary Planeswalker -- Teferi</div> <div>[+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."</div> <div><div>L4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Teferi, Hero of Dominaria</div><div><div>3</div><div>W</div><div>U</div></div></div> <div>Legendary Planeswalker -- Teferi</div> <div>[+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."</div> <div><div>L4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div>Thespian's Stage</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>The Wandering Emperor (2)(W)(W)</div><div>Legendary Planeswalker</div><div><div>Flash</div><div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div><div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div><div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div><div>[-2]: Exile target tapped creature. You gain 2 life.</div></div></div> <div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>The Wandering Emperor (2)(W)(W)</div><div>Legendary Planeswalker</div><div><div>Flash</div><div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div><div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div><div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div><div>[-2]: Exile target tapped creature. You gain 2 life.</div></div></div> <div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>The Wandering Emperor (2)(W)(W)</div><div>Legendary Planeswalker</div><div><div>Flash</div><div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div><div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div><div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div><div>[-2]: Exile target tapped creature. You gain 2 life.</div></div></div> <div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Change the Equation (1)(U)</div><div>Instant</div><div><div>Choose one --</div><div>* Counter target spell with mana value 2 or less.</div><div>* Counter target red or green spell with mana value 6 or less.</div></div></div> <div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Dovin's Veto (W)(U)</div><div>Instant</div><div><div>This spell can't be countered.</div><div>Counter target noncreature spell.</div></div></div> <div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Dovin's Veto (W)(U)</div><div>Instant</div><div><div>This spell can't be countered.</div><div>Counter target noncreature spell.</div></div></div> <div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Dovin's Veto (W)(U)</div><div>Instant</div><div><div>This spell can't be countered.</div><div>Counter target noncreature spell.</div></div></div> <div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div><div>Dragonlord Dromoka</div><div><div>4</div><div>G</div><div>W</div></div></div><div>Legendary Creature -- Elder Dragon</div><div><div>This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn.</div><div>[sideboard]</div><div><div>5/7</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Dream Trawler</div><div><div>2</div><div>W</div><div>W</div><div>U</div><div>U</div></div></div><div>Creature -- Sphinx</div><div><div>Flying, lifelink Whenever you draw a card, this creature gets +1/+0 until end of turn. Whenever this creature attacks, draw a card. Discard a card: This creature gains hexproof until end of turn. Tap it.</div><div>[sideboard]</div><div><div>3/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>High Noon</div><div><div>1</div><div>W</div></div></div><div>Enchantment</div><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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Knockout Blow</div><div><div>2</div><div>W</div></div></div><div>Instant</div><div><div>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>
<div><div><div>March of Otherworldly Light</div><div><div>X</div><div>W</div></div></div><div>Instant</div><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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>March of Otherworldly Light</div><div><div>X</div><div>W</div></div></div><div>Instant</div><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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div><div>Instant</div><div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div><div>Instant</div><div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>

