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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>Deduce</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>Deduce</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>Dovin's Veto</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>Dovin's Veto</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>                        |

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| <b>Eiganjo, Seat of the Empire</b><br><hr/> <p>Legendary Land</p> <hr/> <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> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Farewell</b> (4)(W)(W)<br><hr/> <p>Sorcery</p> <hr/> <p>Choose one or more --<br/>* Exile all artifacts.<br/>* Exile all creatures.<br/>* Exile all enchantments.<br/>* Exile all graveyards.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Field of Ruin</b><br><hr/> <p>Land</p> <hr/> <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> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Field of Ruin</b><br><hr/> <p>Land</p> <hr/> <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> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |
| <b>Field of Ruin</b><br><hr/> <p>Land</p> <hr/> <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> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                   | <b>Floodfarm Verge</b><br><hr/> <p>Land</p> <hr/> <p>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                         | <b>Floodfarm Verge</b><br><hr/> <p>Land</p> <hr/> <p>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                      | <b>Floodfarm Verge</b><br><hr/> <p>Land</p> <hr/> <p>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                      |

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

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## Fountainport

Land

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{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.
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**Get Lost** (1) (W)

① 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

**Get Lost** (1)(W)

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.")

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## 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}**.)

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## 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.

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## 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.

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## Hallowed Fountain

Land -- Plains Island

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <div><div><b>Hallowed Fountain</b></div><div>Land -- Plains Island</div><div>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>(<b>{T}</b>): Add <b>{U}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                          | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>(<b>{T}</b>): Add <b>{U}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                          | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>(<b>{T}</b>): Add <b>{U}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                          |
| <div><div><b>March of Otherworldly Light</b> (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 <b>{2}</b> 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><div><b>March of Otherworldly Light</b> (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 <b>{2}</b> 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><div><b>March of Otherworldly Light</b> (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 <b>{2}</b> 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><div><b>March of Otherworldly Light</b> (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 <b>{2}</b> 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> |

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| <div>Memory Deluge (2UU)</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 PLAY botbox.dev</div> | <div>Memory Deluge (2UU)</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 PLAY botbox.dev</div> | <div>Memory Deluge (2UU)</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 PLAY botbox.dev</div> | <div>Narset, Parter of Veils (1UU)</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 PLAY botbox.dev</div> |
| <div>No More Lies (WU)</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 PLAY botbox.dev</div>                                                                                                                                                        | <div>No More Lies (WU)</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 PLAY botbox.dev</div>                                                                                                                                                        | <div>No More Lies (WU)</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 PLAY botbox.dev</div>                                                                                                                                                        | <div>No More Lies (WU)</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 PLAY botbox.dev</div>                                                                                                                                                                 |

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| <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Phantom Interference</div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {3} -- Create a 2/2 white Spirit creature token with flying.<br/>+ {1} -- Counter target spell unless its controller pays {2}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   |
| <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                         | <div><div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div>Supreme Verdict</div><div>Sorcery</div><div>This spell can't be countered.<br/>Destroy all creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                          |
| <div><div>Supreme Verdict</div><div>Sorcery</div><div>This spell can't be countered.<br/>Destroy all creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div>Teferi, Hero of Dominaria</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>L 4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Hero of Dominaria</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>L 4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Wandering Emperor</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.<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>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>The Wandering Emperor</b> <span>2</span><span>W</span><span>W</span> </div> <div> <b>Legendary Planeswalker</b> </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>L 3</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> <b>Legendary Planeswalker</b> </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>L 3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div> <b>Instant</b> </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                | <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div> <b>Instant</b> </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Aether Gust</b> <span>1</span><span>U</span> </div> <div> <b>Instant</b> </div> <div> Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.<br/><br/> [sideboard] </div> <div> <div></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> <b>Legendary Creature -- Elemental Elk</b> </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.<br/><br/> [sideboard] </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> <b>Legendary Creature -- Elemental Elk</b> </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.<br/><br/> [sideboard] </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> <b>Instant</b> </div> <div> This spell can't be countered. Counter target noncreature spell.<br/><br/> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                               |

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| <div> <div>Dovin's Veto</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>This spell can't be countered.<br/>Counter target noncreature spell.</p> <p>[sideboard]</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 --</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                     | <div> <div>High Noon</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Each player can't cast more than one spell each turn.</p> <p>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>High Noon</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Each player can't cast more than one spell each turn.</p> <p>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                               |
| <div> <div>Hullbreaker Horror</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Kutzil's Flanker</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Cat Warrior</div> <div> <p>Flash</p> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</li> <li>* You gain 2 life and scry 2.</li> <li>* Exile target player's graveyard.</li> </ul> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <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> <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> |

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| <div> <div>Shark Typhoon</div> <div> <div>5</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Shark Typhoon</div> <div> <div>5</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Vehicle</div> <div> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 </div> <div>[sideboard]</div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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