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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Castle Ardenvale</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Plains.</p> <p>{T}: Add {W}.</p> <p>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                     | <div> <b>Deduce</b> </div> <div> Instant </div> <div> <p>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                     | <div> <b>Deduce</b> </div> <div> Instant </div> <div> <p>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                     | <div> <b>Eiganjo, Seat of the Empire</b> </div> <div> Legendary Land </div> <div> <p>{T}: Add {W}.</p> <p>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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Farewell</b> </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Farewell</b> </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Farewell</b> </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Floodfarm Verge</b> </div> <div> Land </div> <div> <p>{T}: Add {W}.</p> <p>{T}: Add {U}. Activate only if you control a Plains or an Island.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                        |

## Floodfarm Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Get Lost

① ② W

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Get Lost

①②

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hall of Storm Giants

Land

If you control two or more other lands, this land enters tapped.  
{T}: Add {U}.  
{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Hengegate Pathway

Land

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

- - - BACK FACE - - -

## Mistgate Pathway

Land

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

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| <div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Horned Loch-Whale</div><div>Card</div></div><div><div>----- OTHER FACE -----</div><div><div>Horned Loch-Whale</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Horned Loch-Whale</div><div>Card</div></div><div><div>----- OTHER FACE -----</div><div><div>Horned Loch-Whale</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                               | <div><div><div>Horned Loch-Whale</div><div>Card</div></div><div><div>----- OTHER FACE -----</div><div><div>Horned Loch-Whale</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                               | <div><div><div>Horned Loch-Whale</div><div>Card</div></div><div><div>----- OTHER FACE -----</div><div><div>Horned Loch-Whale</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                               | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |

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| <div><div>Jace, the Perfected Mind (2)(U)(UP)</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lotus Field</div><div>Land</div><div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Lotus Field</div><div>Land</div><div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Lotus Field</div><div>Land</div><div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             |
| <div><div>Lotus Field</div><div>Land</div><div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</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.<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>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.<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>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.<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><div>March of Otherworldly Light</div><div><div>X</div><div>W</div></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. Exile target artifact, creature, or enchantment with mana value X or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Memory Deluge</div><div><div>2</div><div>U</div><div>U</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Memory Deluge</div><div><div>2</div><div>U</div><div>U</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Memory Deluge</div><div><div>2</div><div>U</div><div>U</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Meticulous Archive</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                | <div><div>Meticulous Archive</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                      | <div><div>Meticulous Archive</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                      | <div><div>Meticulous Archive</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                      |

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| <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div><p>{T}: Add {U}.</p><p>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Plains</div><div>Basic Land -- Plains</div><div><p>({T}: Add {W}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                             | <div><div>Plains</div><div>Basic Land -- Plains</div><div><p>({T}: Add {W}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                             | <div><div>Shark Typhoon</div><div>Enchantment</div><div><p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. 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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Shark Typhoon</div><div>Enchantment</div><div><p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. 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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shark Typhoon</div><div>Enchantment</div><div><p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. 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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shark Typhoon</div><div>Enchantment</div><div><p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. 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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Strict Proctor</div><div>Creature -- Spirit Cleric</div><div><p>Flying</p><p>Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         |

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| <b>Strict Proctor</b> (1)(W)<br><hr/> Creature -- Spirit Cleric<br><hr/> Flying<br>Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                               | <b>Strict Proctor</b> (1)(W)<br><hr/> Creature -- Spirit Cleric<br><hr/> Flying<br>Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                               | <b>Strict Proctor</b> (1)(W)<br><hr/> Creature -- Spirit Cleric<br><hr/> Flying<br>Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Teferi, Hero of Dominaria</b> (3)(W)(U)<br><hr/> Legendary Planeswalker -- Teferi<br><hr/> [+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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Teferi, Hero of Dominaria</b> (3)(W)(U)<br><hr/> Legendary Planeswalker -- Teferi<br><hr/> [+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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Teferi, Hero of Dominaria</b> (3)(W)(U)<br><hr/> Legendary Planeswalker -- Teferi<br><hr/> [+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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Thespian's Stage</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{2}, {T}: This land becomes a copy of target land, except it has this ability.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                              | <b>Thespian's Stage</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{2}, {T}: This land becomes a copy of target land, except it has this ability.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                            |

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| <div>Thespian's Stage</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div>The Wandering Emperor (2)(W)(W)</div> <div>Legendary Planeswalker</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>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Wandering Emperor (2)(W)(W)</div> <div>Legendary Planeswalker</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>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Wandering Emperor (2)(W)(W)</div> <div>Legendary Planeswalker</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>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Aether Gust (1)(U)</div> <div>Instant</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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Aether Gust (1)(U)</div> <div>Instant</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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                             | <div>Dovin's Veto (W)(U)</div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                          | <div>Dovin's Veto (W)(U)</div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                          |

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| <div><div><div>Dovin's Veto</div><div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                            | <div><div><div>Dovin's Veto</div><div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>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.</div><div>[sideboard]</div></div><div><div>7/8</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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.<br/>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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| <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thought Distortion</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>This spell can't be countered.</p> <p>Target opponent reveals their hand.</p> <p>Exile all noncreature, nonland cards from that player's hand and graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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