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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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Castle Vantress</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control an Island.</p> <p>{T}: Add {U}.</p> <p>{2}{U}{U}, {T}: Scry 2.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Change the Equation</b> <div> 1 U </div> </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell with mana value 2 or less.</li> <li>* Counter target red or green spell with mana value 6 or less.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Change the Equation</b> <div> 1 U </div> </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell with mana value 2 or less.</li> <li>* Counter target red or green spell with mana value 6 or less.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Deserted Beach</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                             | <div> <b>Deserted Beach</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>            | <div> <b>Deserted Beach</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                    | <div> <b>Deserted Beach</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                    |

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| <div><div><div>Dig Through Time</div><div><div>6</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div><p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p><p>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p></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><p>This spell can't be countered.</p><p>Counter target noncreature spell.</p></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><p>This spell can't be countered.</p><p>Counter target noncreature spell.</p></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><p>This spell can't be countered.</p><p>Counter target noncreature spell.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                  |
| <div><div><div>Eiganjo, Seat of the Empire</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Field of Ruin</div></div><div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Field of Ruin</div></div><div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Field of Ruin

Land

{T}: Add {C}.  
{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.

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**Get Lost** (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)

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}.)

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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

( $\{T\}$ : 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><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.<br/>Draw a card.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.<br/>Draw a card.</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>----- BACK FACE -----</div><div><div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div>----- BACK FACE -----</div><div><div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div>----- BACK FACE -----</div><div><div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div>----- BACK FACE -----</div><div><div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Horned Loch-Whale</div><div>Card</div></div><div>----- OTHER FACE -----</div><div><div><div>Horned Loch-Whale</div><div>Card</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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><b>Island</b></div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                          | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                          | <div><div><b>Make Disappear</b><div>1U</div></div><div>Instant</div><div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)<br/>Counter target spell unless its controller pays {2}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div><div><b>Make Disappear</b><div>1U</div></div><div>Instant</div><div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)<br/>Counter target spell unless its controller pays {2}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            |
| <div><div><b>Make Disappear</b><div>1U</div></div><div>Instant</div><div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)<br/>Counter target spell unless its controller pays {2}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>March of Otherworldly Light</b><div>XW</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>March of Otherworldly Light</b><div>XW</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Memory Deluge</b><div>2UU</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.<br/>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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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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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## 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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Plains

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

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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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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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(5) (U)

## Enchantment

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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| <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.<br/> Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)<br/> When you cycle this card, create an X/X blue Shark creature token with flying. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                               | <div> <div>Supreme Verdict</div> <div> <div>1</div> <div>W</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> This spell can't be countered.<br/> Destroy all creatures. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                    | <div> <div>Supreme Verdict</div> <div> <div>1</div> <div>W</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> This spell can't be countered.<br/> Destroy all creatures. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                    | <div> <div>Supreme Verdict</div> <div> <div>1</div> <div>W</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> This spell can't be countered.<br/> Destroy all creatures. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                    |
| <div> <div>Teferi, Hero of Dominaria</div> <div> <div>3</div> <div>W</div> <div>U</div> </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.<br/> [-3]: Put target nonland permanent into its owner's library third from the top.<br/> [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." </div> <div> <div>L</div> <div>4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Teferi, Hero of Dominaria</div> <div> <div>3</div> <div>W</div> <div>U</div> </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.<br/> [-3]: Put target nonland permanent into its owner's library third from the top.<br/> [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." </div> <div> <div>L</div> <div>4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <b>Temporary Lockdown</b> <span>1</span><span>W</span><span>W</span> </div> <div> <b>Enchantment</b> </div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                          | <div> <b>The Wandering Emperor</b> <span>2</span><span>W</span><span>W</span> </div> <div> <b>Legendary Planeswalker</b> </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>The Wandering Emperor</b> <span>2</span><span>W</span><span>W</span> </div> <div> <b>Legendary Planeswalker</b> </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>The Wandering Emperor</b> <span>2</span><span>W</span><span>W</span> </div> <div> <b>Legendary Planeswalker</b> </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Chrome Host Seedshark</b> <span>2</span><span>U</span> </div> <div> <b>Creature -- Phyrexian Shark</b> </div> <div> <p>Flying</p> <p>Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (Create an Incubator token with X +1/+1 counters on it and "{2}": Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Chrome Host Seedshark</b> <span>2</span><span>U</span> </div> <div> <b>Creature -- Phyrexian Shark</b> </div> <div> <p>Flying</p> <p>Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (Create an Incubator token with X +1/+1 counters on it and "{2}": Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                         | <div> <b>Farewell</b> <span>4</span><span>W</span><span>W</span> </div> <div> <b>Sorcery</b> </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>7/8</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                              | <div> <b>Hullbreaker Horror</b> <span>5</span><span>U</span><span>U</span> </div> <div> <b>Creature -- Kraken Horror</b> </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>7/8</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                    |

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| <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                     | <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                              | <div><div><div>Narset, Parter of Veils</div><div>1UU</div></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>[sideboard]</div><div><div>L 5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Narset, Parter of Veils</div><div>1UU</div></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>[sideboard]</div><div><div>L 5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Narset's Reversal</div><div>UU</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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Regal Caracal</div><div>3WW</div></div><div>Creature -- Cat</div><div>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)<br/>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</div><div>[sideboard]</div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Regal Caracal</div><div>3WW</div></div><div>Creature -- Cat</div><div>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)<br/>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</div><div>[sideboard]</div><div><div>3/3</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>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - Black\_72 - Pioneer (Pioneer League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

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.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each