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| <div><div><div>Deduce</div><div><div>1</div><div>U</div></div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Deduce</div><div><div>1</div><div>U</div></div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Deserted Beach</div><div>Land</div></div><div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>             | <div><div><div>Deserted Beach</div><div>Land</div></div><div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                |
| <div><div><div>Deserted Beach</div><div>Land</div></div><div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                   | <div><div><div>Deserted Beach</div><div>Land</div></div><div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Eiganjo, Seat of the Empire</div><div>Legendary Land</div></div><div><div>{T}: Add {W}.<br/>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Field of Ruin</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of Ruin</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of Ruin</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Fountainport</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice a token: Draw a card.</p><p>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</p><p>{4}, {T}: Create a Treasure token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Fountainport</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice a token: Draw a card.</p><p>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</p><p>{4}, {T}: Create a Treasure token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Fountainport</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice a token: Draw a card.</p><p>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</p><p>{4}, {T}: Create a Treasure token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Get Lost</div><div>Instant</div><div><p>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.")</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div><p>( {T}: Add {W} or {U}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |

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| <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <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>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <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>High Noon</div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>High Noon</div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</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>Island</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>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |
| <div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Memory Deluge (2)(U)(U)</div><div>Instant</div><div>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Memory Deluge (2)(U)(U)</div><div>Instant</div><div>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Memory Deluge (2)(U)(U)</div><div>Instant</div><div>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

2 U U

Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Each opponent can't draw more than one card each turn.

[-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.

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Each opponent can't draw more than one card each turn.

[-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.

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WU

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                            | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                            | <div>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>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>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>                                                                                                                                                                    |

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| <div> Supreme Verdict 1W W U </div> <hr/> <div>Sorcery</div> <hr/> <div> This spell can't be countered.<br/> Destroy all creatures. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                               | <div> Supreme Verdict 1W W U </div> <hr/> <div>Sorcery</div> <hr/> <div> This spell can't be countered.<br/> Destroy all creatures. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                               | <div> Teferi, Hero of Dominaria 3W U </div> <hr/> <div> Legendary Planeswalker -- Teferi </div> <hr/> <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> L 4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Teferi, Hero of Dominaria 3W U </div> <hr/> <div> Legendary Planeswalker -- Teferi </div> <hr/> <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> L 4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                 |
| <div> Temporary Lockdown 1W W </div> <hr/> <div>Enchantment</div> <hr/> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Temporary Lockdown 1W W </div> <hr/> <div>Enchantment</div> <hr/> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Temporary Lockdown 1W W </div> <hr/> <div>Enchantment</div> <hr/> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                             | <div> The Wandering Emperor 2W W </div> <hr/> <div> Legendary Planeswalker </div> <hr/> <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> L 3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> The Wandering Emperor 2WW </div> <div> Legendary Planeswalker </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> L 3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> The Wandering Emperor 2WW </div> <div> Legendary Planeswalker </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> L 3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Three Steps Ahead U </div> <div> Instant </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                       | <div> Three Steps Ahead U </div> <div> Instant </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> Beza, the Bounding Spring 2WW </div> <div> Legendary Creature -- Elemental Elk </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> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                     | <div> Beza, the Bounding Spring 2WW </div> <div> Legendary Creature -- Elemental Elk </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> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                     | <div> Beza, the Bounding Spring 2WW </div> <div> Legendary Creature -- Elemental Elk </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> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Dovin's Veto WU </div> <div> Instant </div> <div> This spell can't be countered. Counter target noncreature spell.<br/><br/> [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                            |

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| <div>High Noon<div>1W</div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment:<br/>It deals 5 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div>Kaheera, the Orphanguard<div>1GWGW</div><div>Legendary Creature -- Cat Beast</div><div>Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Vigilance<br/>Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Knockout Blow<div>2W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Knockout Blow<div>2W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Knockout Blow<div>2W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Knockout Blow<div>2W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                               | <div>Mystical Dispute<div>2U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div>Mystical Dispute<div>2U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |

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.

[sidebar]

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⑤ ⑥

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[sidebar]

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① W W

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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