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| <div>Castle Vantress</div> <div>Land</div> <div>This land enters tapped unless you control an Island.<br/>{T}: Add {U}.<br/>{2}{U}{U}, {T}: Scry 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      | <div>Castle Vantress</div> <div>Land</div> <div>This land enters tapped unless you control an Island.<br/>{T}: Add {U}.<br/>{2}{U}{U}, {T}: Scry 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      | <div>Eiganjo, Seat of the Empire</div> <div>Legendary Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Emeria's Call</div><div>4WW</div><div>Sorcery</div><div>Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.</div><div>----- BACK FACE -----</div><div>Emeria, Shattered Skyclave</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                  |

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| <div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</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>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</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>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</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>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</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>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</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>                                                                                                        | <div><div><div>Kutzil's Flanker</div><div>2W</div><div>Creature -- Cat Warrior</div><div>Flash<br/>When this creature enters, choose one --<br/>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br/>* You gain 2 life and scry 2.<br/>* Exile target player's graveyard.</div><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kutzil's Flanker</div><div>2W</div><div>Creature -- Cat Warrior</div><div>Flash<br/>When this creature enters, choose one --<br/>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br/>* You gain 2 life and scry 2.<br/>* Exile target player's graveyard.</div><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Kutzil's Flanker</div><div><div>2</div><div>W</div></div></div><div>Creature -- Cat Warrior</div><div>Flash<br/>When this creature enters, choose one --<br/>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br/>* You gain 2 life and scry 2.<br/>* Exile target player's graveyard.</div><div><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kutzil's Flanker</div><div><div>2</div><div>W</div></div></div><div>Creature -- Cat Warrior</div><div>Flash<br/>When this creature enters, choose one --<br/>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br/>* You gain 2 life and scry 2.<br/>* Exile target player's graveyard.</div><div><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lotus Field</div></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><div>Lotus Field</div></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><div>Lotus Field</div></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><div>Lotus Field</div></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><div>March of Otherworldly Light</div><div><div>X</div><div>W</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.<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><div>March of Otherworldly Light</div><div><div>X</div><div>W</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.<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 (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> |
| <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>No More Lies (W)(U)</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 PLAYbotbox.dev</div></div>                                                                                                                                                      | <div><div>No More Lies (W)(U)</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 PLAYbotbox.dev</div></div>                                                                                                                                                      | <div><div>No More Lies (W)(U)</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 PLAYbotbox.dev</div></div>                                                                                                                                                      |

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| <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                     | <div><div>Otawara, Soaring City</div></div> <div><div>Legendary Land</div><div>{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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>    | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>( {T} ): Add {W} . )</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                 | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>( {T} ): Add {W} . )</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                 |
| <div><div>Settle the Wreckage</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Instant</div><div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Settle the Wreckage</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Instant</div><div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Settle the Wreckage</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Instant</div><div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Settle the Wreckage</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Instant</div><div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <b>Strict Proctor</b> (1)(W)<br>Creature -- Spirit Cleric<br>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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                               | <b>Strict Proctor</b> (1)(W)<br>Creature -- Spirit Cleric<br>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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                               | <b>Strict Proctor</b> (1)(W)<br>Creature -- Spirit Cleric<br>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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                               | <b>Strict Proctor</b> (1)(W)<br>Creature -- Spirit Cleric<br>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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev       |
| <b>Teferi, Hero of Dominaria</b> (3)(W)(U)<br>Legendary Planeswalker -- Teferi<br>[+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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Teferi, Hero of Dominaria</b> (3)(W)(U)<br>Legendary Planeswalker -- Teferi<br>[+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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Teferi, Hero of Dominaria</b> (3)(W)(U)<br>Legendary Planeswalker -- Teferi<br>[+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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Temple of Enlightenment</b><br>Land<br>This land enters tapped.<br>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>{T}: Add {W} or {U}.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Temple of Enlightenment</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Temple of Enlightenment</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                  | <div> <div>Temple of Enlightenment</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                  | <div> <div>Thespian's Stage</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}: This land becomes a copy of target land, except it has this ability.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                             |
| <div> <div>Thespian's Stage</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}: This land becomes a copy of target land, except it has this ability.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                            | <div> <div>The Wandering Emperor 2W</div> <div>Legendary Planeswalker</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>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The Wandering Emperor 2W</div> <div>Legendary Planeswalker</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>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The Wandering Emperor 2W</div> <div>Legendary Planeswalker</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>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div><div>The Wandering Emperor</div><div>2WW</div></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>L3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Sylex</div><div>3</div></div><div>Legendary Artifact</div><div>{2}{W}{W}, {T}, Exile Urza's Sylex: Each player chooses six lands they control. Destroy all other permanents. Activate only as a sorcery.<br/>When Urza's Sylex is put into exile from the battlefield, you may pay {2}. If you do, search your library for a planeswalker card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Sylex</div><div>3</div></div><div>Legendary Artifact</div><div>{2}{W}{W}, {T}, Exile Urza's Sylex: Each player chooses six lands they control. Destroy all other permanents. Activate only as a sorcery.<br/>When Urza's Sylex is put into exile from the battlefield, you may pay {2}. If you do, search your library for a planeswalker card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Sylex</div><div>3</div></div><div>Legendary Artifact</div><div>{2}{W}{W}, {T}, Exile Urza's Sylex: Each player chooses six lands they control. Destroy all other permanents. Activate only as a sorcery.<br/>When Urza's Sylex is put into exile from the battlefield, you may pay {2}. If you do, search your library for a planeswalker card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Dovin's Veto</div><div>WU</div></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>                                                                                                                                                                                                                                                                                                                           | <div><div><div>Dovin's Veto</div><div>WU</div></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>                                                                                                                                                                                                                                                     | <div><div><div>High Noon</div><div>1W</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                      | <div><div><div>High Noon</div><div>1W</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                      |

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| <div>High Noon</div> <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>High Noon</div> <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>Knockout Blow</div> <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>Knockout Blow</div> <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> |
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| <div><div>Surge of Righteousness 1W</div><div>Instant</div><div>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Surge of Righteousness 1W</div><div>Instant</div><div>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Surge of Righteousness 1W</div><div>Instant</div><div>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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