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| <b>Castle Ardenvale</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Plains.<br/> {T}: Add {W}.<br/> {2}{W}{W}, {T}: Create a 1/1 white Human creature token.</p> | <b>Change the Equation</b> ①②<br><hr/> Instant<br><hr/> <p>Choose one --<br/> * Counter target spell with mana value 2 or less.<br/> * Counter target red or green spell with mana value 6 or less.</p> | <b>Deduce</b> ①②<br><hr/> Instant<br><hr/> <p>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> | <b>Deduce</b> ①②<br><hr/> Instant<br><hr/> <p>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                              |
| <b>Deserted Beach</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or more other lands.<br/> {T}: Add {W} or {U}.</p>                                           | <b>Deserted Beach</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or more other lands.<br/> {T}: Add {W} or {U}.</p>                                                       | <b>Deserted Beach</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or more other lands.<br/> {T}: Add {W} or {U}.</p>                  | <b>Deserted Beach</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or more other lands.<br/> {T}: Add {W} or {U}.</p>                  |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                              |

## Dovin's Veto



Instant

This spell can't be countered.  
Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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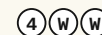
## Eiganjo, Seat of the Empire

## Legendary Land

{T}: Add {W}.  
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.

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## Farewell



Sorcery

```
Choose one or more --
* Exile all artifacts.
* Exile all creatures.
* Exile all enchantments.
* Exile all graveyards.
```

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## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Field of Ruin

Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
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land card, puts it onto the  
battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fountainport

Land

```
{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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Get Lost



Instant

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

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| <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>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.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Hallowed Fountain</div></div><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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                            | <div><div><div>Hallowed Fountain</div></div><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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                            | <div><div><div>Hallowed Fountain</div></div><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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                            |
| <div><div><div>Hallowed Fountain</div></div><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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                     | <div><div><div>Hengegate Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div></div><div><div>Land</div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hengegate Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div></div><div><div>Land</div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hengegate Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div></div><div><div>Land</div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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:<br/>It deals 5 damage to any target.</div></div><div><div>1W</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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:<br/>It deals 5 damage to any target.</div></div><div><div>1W</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                              | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                     |
| <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                    | <div><div><div>March of Otherworldly Light</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><div>XW</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>March of Otherworldly Light</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><div>XW</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>March of Otherworldly Light</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><div>XW</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |



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| <div>No More Lies</div> <div>WU</div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>No More Lies</div> <div>WU</div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Otawara, Soaring City</div> <div>Legendary Land</div> <div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div> <div>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>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> |

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| <div>Sunken Citadel</div> <div>Land -- Cave</div> <div> <p>This land enters tapped. As it enters, choose a color.</p> <p>{T}: Add one mana of the chosen color.</p> <p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <div>Supreme Verdict1W W U</div> <div>Sorcery</div> <div> <p>This spell can't be countered.</p> <p>Destroy all creatures.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div>Supreme Verdict1W W U</div> <div>Sorcery</div> <div> <p>This spell can't be countered.</p> <p>Destroy all creatures.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div>Teferi, Hero of Dominaria3W U</div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</p> <p>[-3]: Put target nonland permanent into its owner's library third from the top.</p> <p>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</p> </div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Teferi, Hero of Dominaria3W U</div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</p> <p>[-3]: Put target nonland permanent into its owner's library third from the top.</p> <p>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</p> </div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temporary Lockdown1W W</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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temporary Lockdown1W W</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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temporary Lockdown1W W</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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                             |

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| <div> <b>The Wandering Emperor</b> <span>2</span><span>W</span><span>W</span> </div> <div> <b>Legendary Planeswalker</b> </div> <div> Flash<br/> As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/> [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/> [-1]: Create a 2/2 white Samurai creature token with vigilance.<br/> [-2]: Exile target tapped creature. You gain 2 life. </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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> Flash<br/> As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/> [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/> [-1]: Create a 2/2 white Samurai creature token with vigilance.<br/> [-2]: Exile target tapped creature. You gain 2 life. </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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> Flash<br/> As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/> [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/> [-1]: Create a 2/2 white Samurai creature token with vigilance.<br/> [-2]: Exile target tapped creature. You gain 2 life. </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div> <b>Instant</b> </div> <div> Spree (Choose one or more additional costs.)<br/> + {1}{U} -- Counter target spell.<br/> + {3} -- Create a token that's a copy of target artifact or creature you control.<br/> + {2} -- Draw two cards, then discard a card. </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Aether Gust</b> <span>1</span><span>U</span> </div> <div> <b>Instant</b> </div> <div> Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.<br/><br/> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                     | <div> <b>Beza, the Bounding Spring</b> <span>2</span><span>W</span><span>W</span> </div> <div> <b>Legendary Creature -- Elemental Elk</b> </div> <div> When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br/><br/> [sideboard] </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                     | <div> <b>Beza, the Bounding Spring</b> <span>2</span><span>W</span><span>W</span> </div> <div> <b>Legendary Creature -- Elemental Elk</b> </div> <div> When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br/><br/> [sideboard] </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                     | <div> <b>Dovin's Veto</b> <span>W</span><span>U</span> </div> <div> <b>Instant</b> </div> <div> This spell can't be countered. Counter target noncreature spell.<br/><br/> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                               |

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| <div> <div>Dovin's Veto</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered.<br/>Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                            | <div> <div>Farewell</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Choose one or more --</p> <ul style="list-style-type: none"> <li>* Exile all artifacts.</li> <li>* Exile all creatures.</li> <li>* Exile all enchantments.</li> <li>* Exile all graveyards.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hullbreaker Horror</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Kraken Horror</div> <div> <p>Flash</p> <p>This spell can't be countered.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hullbreaker Horror</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Kraken Horror</div> <div> <p>Flash</p> <p>This spell can't be countered.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Knockout Blow</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Knockout Blow</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                             | <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                        | <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                        |

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| <div> <b>Narset, Parter of Veils</b> <span>1UU</span> </div> <div>           Legendary Planeswalker -- Narset         </div> <div> <p>Each opponent can't draw more than one card each turn.</p> <p>[-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.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Shark Typhoon</b> <span>5U</span> </div> <div>           Enchantment         </div> <div> <p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.</p> <p>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)</p> <p>When you cycle this card, create an X/X blue Shark creature token with flying.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Temporary Lockdown</b> <span>1WW</span> </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> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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