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| <div><div>Archon of Sun's Grace (2)(W)(W)</div><div>Creature -- Archon</div><div>Flying<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br/>Pegasus creatures you control have lifelink.<br/>Constellation -- Whenever an enchantment you control enters, create a 2/2 white Pegasus creature token with flying.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Archon of Sun's Grace (2)(W)(W)</div><div>Creature -- Archon</div><div>Flying<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br/>Pegasus creatures you control have lifelink.<br/>Constellation -- Whenever an enchantment you control enters, create a 2/2 white Pegasus creature token with flying.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Brightclimb Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Brightclimb Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Brightclimb Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Brightclimb Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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## Clearwater Pathway

Card

- - - OTHER FACE - - -

## Clearwater Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Clearwater Pathway

Card

- - - OTHER FACE - - -

## Clearwater Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Doom Foretold

2WB

## Enchantment

At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent of their choice. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Doom Foretold

2WB

Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Doom Foretold

② W B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Eliminate

① ②

Instant

Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Eliminate

① ⑧

Instant

Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Playtest cards - Bielzito - Standard (Standard Challenge)

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;

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sheet 2/12 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> Elspeth Conquers Death 3WW </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Exile target permanent an opponent controls with mana value 3 or greater.</p> <p>II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.</p> <p>III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Elspeth Conquers Death 3WW </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Exile target permanent an opponent controls with mana value 3 or greater.</p> <p>II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.</p> <p>III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Elspeth Conquers Death 3WW </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Exile target permanent an opponent controls with mana value 3 or greater.</p> <p>II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.</p> <p>III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Elspeth Conquers Death 3WW </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Exile target permanent an opponent controls with mana value 3 or greater.</p> <p>II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.</p> <p>III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div> Elspeth's Nightmare 2B </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Destroy target creature an opponent controls with power 2 or less.</p> <p>II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>III -- Exile target opponent's graveyard.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                            | <div> <div> Elspeth's Nightmare 2B </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Destroy target creature an opponent controls with power 2 or less.</p> <p>II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>III -- Exile target opponent's graveyard.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                            | <div> <div> Elspeth's Nightmare 2B </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Destroy target creature an opponent controls with power 2 or less.</p> <p>II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>III -- Exile target opponent's graveyard.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                            | <div> <div> Elspeth's Nightmare 2B </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Destroy target creature an opponent controls with power 2 or less.</p> <p>II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>III -- Exile target opponent's graveyard.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                            |

Playtest cards - Bielzito - Standard (Standard Challenge)

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 3/12 - 8 cards - 2.5 x 3.5 in each

**Playtest cards - Bielzito - Standard (Standard Challenge)** sheet 4/12 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div>Golden Egg2</div><div>Artifact -- Food</div><div>When this artifact enters, draw a card.<br/>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Golden Egg2</div><div>Artifact -- Food</div><div>When this artifact enters, draw a card.<br/>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Golden Egg2</div><div>Artifact -- Food</div><div>When this artifact enters, draw a card.<br/>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Hagra Mauling2BB</div><div>Instant</div><div>This spell costs {1} less to cast if an opponent controls no basic lands. Destroy target creature.</div><div>-----<br/>-- - BACK FACE - - -</div><div><div>Hagra Broodpit</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Heartless Act1B</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            |

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| <div><div>Heartless Act</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Heartless Act</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Heartless Act</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Island</div></div> <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>Island</div></div> <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>Island</div></div> <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>Island</div></div> <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>Negate</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Negate</div><div>Instant</div><div>Counter target noncreature spell.</div></div><div><div>1</div><div>U</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                     | <div><div><div>Omen of the Sea</div><div>Enchantment</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this enchantment enters, scry 2, then draw a card.<br/>{2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div><div><div>1</div><div>U</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Omen of the Sea</div><div>Enchantment</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this enchantment enters, scry 2, then draw a card.<br/>{2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div><div><div>1</div><div>U</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Omen of the Sea</div><div>Enchantment</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this enchantment enters, scry 2, then draw a card.<br/>{2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div><div><div>1</div><div>U</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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| <div>Temple of Enlightenment</div> <div>Land</div> <div>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}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temple of Enlightenment</div> <div>Land</div> <div>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}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temple of Enlightenment</div> <div>Land</div> <div>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}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temple of Enlightenment</div> <div>Land</div> <div>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}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Temple of Silence</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 {B}.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div><div>Temple of Silence</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 {B}.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                | <div><div><div>Treacherous Blessing</div><div>Enchantment</div><div><p>When this enchantment enters, draw three cards.</p><p>Whenever you cast a spell, you lose 1 life.</p><p>When this enchantment becomes the target of a spell or ability, sacrifice it.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                      | <div><div><div>Treacherous Blessing</div><div>Enchantment</div><div><p>When this enchantment enters, draw three cards.</p><p>Whenever you cast a spell, you lose 1 life.</p><p>When this enchantment becomes the target of a spell or ability, sacrifice it.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                      |
| <div><div><div>Treacherous Blessing</div><div>Enchantment</div><div><p>When this enchantment enters, draw three cards.</p><p>Whenever you cast a spell, you lose 1 life.</p><p>When this enchantment becomes the target of a spell or ability, sacrifice it.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Yorion, Sky Nomad</div><div>Legendary Creature -- Bird Serpent</div><div><p>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p><p>Flying</p><p>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.</p></div><div>4/5</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Yorion, Sky Nomad</div><div>Legendary Creature -- Bird Serpent</div><div><p>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p><p>Flying</p><p>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.</p></div><div>4/5</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Yorion, Sky Nomad</div><div>Legendary Creature -- Bird Serpent</div><div><p>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p><p>Flying</p><p>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.</p></div><div>4/5</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <p><b>Cling to Dust</b> (B)</p> <p>Instant</p> <p>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Cling to Dust</b> (B)</p> <p>Instant</p> <p>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Heliod's Intervention</b> (X)(W)(W)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy X target artifacts and/or enchantments.</li> <li>* Target player gains twice X life.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Heliod's Intervention</b> (X)(W)(W)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy X target artifacts and/or enchantments.</li> <li>* Target player gains twice X life.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Mystical Dispute</b> (2)(U)</p> <p>Instant</p> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                  | <p><b>Mystical Dispute</b> (2)(U)</p> <p>Instant</p> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                  | <p><b>Mystical Dispute</b> (2)(U)</p> <p>Instant</p> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                     | <p><b>Negate</b> (1)(U)</p> <p>Instant</p> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                |

Playtest cards - Bielzito - Standard (Standard Challenge)

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 11/12 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Shark Typhoon</div><div>5U</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. 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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Shark Typhoon</div><div>5U</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. 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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Shark Typhoon</div><div>5U</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. 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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div><div>Skyclave Shade</div><div>1B</div></div><div>Creature -- Shade</div><div>Kicker {2}{B} This creature can't block. If this creature was kicked, it enters with two +1/+1 counters on it. Landfall -- Whenever a land you control enters, if this card is in your graveyard and it's your turn, you may cast it from your graveyard this turn.</div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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