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| <div> <b>Agna Qel'a</b> </div> <div> Land </div> <div> This land enters tapped unless you control a basic land.<br/> {T}: Add {U}.<br/> {2}{U}, {T}: Draw a card, then discard a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Boomerang Basics</b> </div> <div> Sorcery -- Lesson </div> <div> Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                 | <div> <b>Boomerang Basics</b> </div> <div> Sorcery -- Lesson </div> <div> Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                 | <div> <b>Boomerang Basics</b> </div> <div> Sorcery -- Lesson </div> <div> Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                 |
| <div> <b>Boomerang Basics</b> </div> <div> Sorcery -- Lesson </div> <div> Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>          | <div> <b>Duelist of the Mind</b> </div> <div> Creature -- Human Advisor </div> <div> Flying, vigilance<br/> Duelist of the Mind's power is equal to the number of cards you've drawn this turn.<br/> Whenever you commit a crime, you may draw a card. If you do, discard a card. This ability triggers only once each turn. </div> <div> */3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Duelist of the Mind</b> </div> <div> Creature -- Human Advisor </div> <div> Flying, vigilance<br/> Duelist of the Mind's power is equal to the number of cards you've drawn this turn.<br/> Whenever you commit a crime, you may draw a card. If you do, discard a card. This ability triggers only once each turn. </div> <div> */3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Duelist of the Mind</b> </div> <div> Creature -- Human Advisor </div> <div> Flying, vigilance<br/> Duelist of the Mind's power is equal to the number of cards you've drawn this turn.<br/> Whenever you commit a crime, you may draw a card. If you do, discard a card. This ability triggers only once each turn. </div> <div> */3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

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| <b>Duelist of the Mind</b> (1)(U)<br>Creature -- Human Advisor<br>Flying, vigilance<br>Duelist of the Mind's power is equal to the number of cards you've drawn this turn.<br>Whenever you commit a crime, you may draw a card. If you do, discard a card. This ability triggers only once each turn.<br><div>* / 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2 / 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2 / 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2 / 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2 / 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Frostcliff Siege</b> (1)(U)(R)<br>Enchantment<br>As this enchantment enters, choose Jeskai or Temur.<br>* Jeskai -- Whenever one or more creatures you control deal combat damage to a player, draw a card.<br>* Temur -- Creatures you control get +1/+0 and have trample and haste.<br><div>2 / 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             | <b>Frostcliff Siege</b> (1)(U)(R)<br>Enchantment<br>As this enchantment enters, choose Jeskai or Temur.<br>* Jeskai -- Whenever one or more creatures you control deal combat damage to a player, draw a card.<br>* Temur -- Creatures you control get +1/+0 and have trample and haste.<br><div>2 / 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             | <b>Frostcliff Siege</b> (1)(U)(R)<br>Enchantment<br>As this enchantment enters, choose Jeskai or Temur.<br>* Jeskai -- Whenever one or more creatures you control deal combat damage to a player, draw a card.<br>* Temur -- Creatures you control get +1/+0 and have trample and haste.<br><div>2 / 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             |

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| <div><div><div>Into the Flood Maw</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Into the Flood Maw</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</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>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>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> |

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                    | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                    | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                |
| <div>Quantum Riddler</div> <div>3UU</div> <div>Creature -- Sphinx</div> <div>Flying</div> <div>When this creature enters, draw a card.</div> <div>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</div> <div>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Quantum Riddler</div> <div>3UU</div> <div>Creature -- Sphinx</div> <div>Flying</div> <div>When this creature enters, draw a card.</div> <div>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</div> <div>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Quantum Riddler</div> <div>3UU</div> <div>Creature -- Sphinx</div> <div>Flying</div> <div>When this creature enters, draw a card.</div> <div>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</div> <div>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Quantum Riddler</div> <div>3UU</div> <div>Creature -- Sphinx</div> <div>Flying</div> <div>When this creature enters, draw a card.</div> <div>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</div> <div>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Riverpyre Verge

Land

{T}: Add {R}.  
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riverpyre Verge

Land

{T}: Add {R}.  
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riverpyre Verge

Land

{T}: Add {R}.  
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riverpyre Verge

Land

```
{T}: Add {R}.
{T}: Add {U}. Activate only if you
control an Island or a Mountain.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spider-Sense

① ②

Instant

Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)

Counter target instant spell, sorcery spell, or triggered ability.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Spirebluff Canal</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {U} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>{T}: Add {U} or {R}.)</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>                                                                                                                                                                                                                                                                                                                                 | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>{T}: Add {U} or {R}.)</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>                                                                                                                                                                                                                                                                                                                                 | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>{T}: Add {U} or {R}.)</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>                                                                                                                                                                                                                                                                                                                                 |
| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>{T}: Add {U} or {R}.)</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> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div><p>(Gain the next level as a sorcery to add its ability.)</p><p>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</p><p>{3}{U}: Level 2</p><p>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</p><p>{5}{U}: Level 3</p><p>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div><p>(Gain the next level as a sorcery to add its ability.)</p><p>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</p><p>{3}{U}: Level 2</p><p>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</p><p>{5}{U}: Level 3</p><p>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div><p>(Gain the next level as a sorcery to add its ability.)</p><p>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</p><p>{3}{U}: Level 2</p><p>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</p><p>{5}{U}: Level 3</p><p>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Stormchaser's Talent</b> <span>U</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</p> <p>{3}{U}: Level 2</p> <p>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</p> <p>{5}{U}: Level 3</p> <p>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Tiger-Seal</b> <span>U</span> </div> <div>           Creature -- Cat Seal         </div> <div> <p>Vigilance</p> <p>At the beginning of your upkeep, tap this creature.</p> <p>Whenever you draw your second card each turn, untap this creature.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                 | <div> <b>Tiger-Seal</b> <span>U</span> </div> <div>           Creature -- Cat Seal         </div> <div> <p>Vigilance</p> <p>At the beginning of your upkeep, tap this creature.</p> <p>Whenever you draw your second card each turn, untap this creature.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                 | <div> <b>Tiger-Seal</b> <span>U</span> </div> <div>           Creature -- Cat Seal         </div> <div> <p>Vigilance</p> <p>At the beginning of your upkeep, tap this creature.</p> <p>Whenever you draw your second card each turn, untap this creature.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                 |
| <div> <b>Tiger-Seal</b> <span>U</span> </div> <div>           Creature -- Cat Seal         </div> <div> <p>Vigilance</p> <p>At the beginning of your upkeep, tap this creature.</p> <p>Whenever you draw your second card each turn, untap this creature.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                | <div> <b>Torch the Tower</b> <span>R</span> </div> <div>           Instant         </div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Torch the Tower</b> <span>R</span> </div> <div>           Instant         </div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Torch the Tower</b> <span>R</span> </div> <div>           Instant         </div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <p><b>Torch the Tower</b> (R)</p> <p>Instant</p> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Winternight Stories</b> (2)(U)</p> <p>Sorcery</p> <p>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Winternight Stories</b> (2)(U)</p> <p>Sorcery</p> <p>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Winternight Stories</b> (2)(U)</p> <p>Sorcery</p> <p>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Abrade</b> (1)(R)</p> <p>Instant</p> <p>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                        | <p><b>Annul</b> (U)</p> <p>Instant</p> <p>Counter target artifact or enchantment spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                    | <p><b>Broadside Barrage</b> (1)(U)(R)</p> <p>Instant</p> <p>Broadside Barrage deals 5 damage to target creature or planeswalker.<br/>Draw a card, then discard a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                     | <p><b>Get Out</b> (U)(U)</p> <p>Instant</p> <p>Choose one --<br/>* Counter target creature or enchantment spell.<br/>* Return one or two target creatures and/or enchantments you own to your hand.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                        |



UU

Choose one --

- \* Counter target creature or enchantment spell.
- \* Return one or two target creatures and/or enchantments you own to your hand.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Pyroclasm deals 2 damage to each creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Sear deals 4 damage to target creature or planeswalker.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this artifact enters, exile target card from a graveyard.  
{T}, Sacrifice this artifact: Exile each opponent's graveyard.  
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this artifact enters, exile target card from a graveyard.  
 {T}, Sacrifice this artifact: Exile each opponent's graveyard.  
 {1}, {T}, Sacrifice this artifact: Draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell with mana value
2.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> <b>Spell Snare</b> <span>U</span> </div> <div> Instant </div> <div> Counter target spell with mana value 2. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Torpor Orb</b> <span>2</span> </div> <div> Artifact </div> <div> Creatures entering don't cause abilities to trigger. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Wan Shi Tong, Librarian</b> <span>X</span><span>U</span><span>U</span> </div> <div> Legendary Creature -- Bird Spirit </div> <div> Flash<br/> Flying, vigilance<br/> When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.<br/> Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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