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| <div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div> <div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                | <div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div> <div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                | <div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div> <div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                | <div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div> <div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                |
| <div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div> <div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div> <div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div> <div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div> <div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <p><b>Ajani Unrelenting</b> (4)(R)(R)</p> <p>Legendary Planeswalker -- Ajani</p> <p>Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet.</p> <p>[+1]: Creatures you control get +1/+0 and gain haste until end of turn.</p> <p>[-2]: Discard your hand, then draw a card for each creature you control.</p> <p>[-3]: Ajani deals 4 damage to each creature except for tokens you control.</p> <div>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Artist's Talent</b> (1)(R)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.</p> <p>{2}{R}: Level 2</p> <p>Noncreature spells you cast cost {1} less to cast.</p> <p>{2}{R}: Level 3</p> <p>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Chandra, Torch of Defiance</b> (2)(R)(R)</p> <p>Legendary Planeswalker -- Chandra</p> <p>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.</p> <p>[+1]: Add {R}{R}.</p> <p>[-3]: Chandra deals 4 damage to target creature.</p> <p>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Combustion Technique</b> (1)(R)</p> <p>Instant -- Lesson</p> <p>Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Combustion Technique</b> (1)(R)</p> <p>Instant -- Lesson</p> <p>Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                               | <p><b>Combustion Technique</b> (1)(R)</p> <p>Instant -- Lesson</p> <p>Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                          | <p><b>Combustion Technique</b> (1)(R)</p> <p>Instant -- Lesson</p> <p>Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                   | <p><b>Deserted Beach</b></p> <p>Land</p> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {W} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                      |

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| <b>Deserted Beach</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or more other lands.<br>{T}: Add {W} or {U}.                                                                                                                                         | <b>Firebending Lesson</b> <span>(R)</span><br><hr/> Instant -- Lesson<br><hr/> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.  | <b>Firebending Lesson</b> <span>(R)</span><br><hr/> Instant -- Lesson<br><hr/> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead. | <b>Firebending Lesson</b> <span>(R)</span><br><hr/> Instant -- Lesson<br><hr/> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead. |
| <b>Firebending Lesson</b> <span>(R)</span><br><hr/> Instant -- Lesson<br><hr/> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead. | <b>Flashback</b> <span>(R)</span><br><hr/> Instant<br><hr/> Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) | <b>Geist of Saint Thalia</b> <span>(1)(U)</span><br><hr/> Legendary Creature -- Spirit Cleric<br><hr/> Flying<br>Noncreature spells you cast cost {1} less to cast.                                                                                                              | <b>Geist of Saint Thalia</b> <span>(1)(U)</span><br><hr/> Legendary Creature -- Spirit Cleric<br><hr/> Flying<br>Noncreature spells you cast cost {1} less to cast.                                                                                                              |
| <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                         | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                          | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                         | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                         |

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Flying  
Noncreature spells you cast cost {1}  
less to cast.

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## Land

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.

{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.

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Land

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{T}, Pay 1 life: Add one mana of any
color. Spend this mana only to cast
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Land -- Plains Island

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    | <div><div>It'll Quench Ya!1U</div><div>Instant -- Lesson</div><div>Counter target spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div>It'll Quench Ya!1U</div><div>Instant -- Lesson</div><div>Counter target spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div>Jeskai Revelation4URW</div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Jeskai Revelation4URW</div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jeskai Revelation4URW</div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jeskai Revelation4URW</div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mistrise Village</div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       |

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| <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div> ({T}: Add {R}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                             | <div> <div>Ral, Crackling Wit 2UR</div> <div>Legendary Planeswalker -- Ral</div> <div> Whenever you cast a noncreature spell, put a loyalty counter on Ral.<br/> [+1]: Create a 1/1 blue and red Otter creature token with prowess.<br/> [-3]: Draw three cards, then discard two cards.<br/> [-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."<br/> (Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.) </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Riverpyre Verge</div> <div>Land</div> <div> ({T}: Add {R}).<br/> ({T}: Add {U}. Activate only if you control an Island or a Mountain. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>         | <div> <div>Riverpyre Verge</div> <div>Land</div> <div> ({T}: Add {R}).<br/> ({T}: Add {U}. Activate only if you control an Island or a Mountain. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                           |
| <div> <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div> ({T}: Add {R} or {W}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Spirebluff Canal</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> ({T}: Add {U} or {R}). </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Spirebluff Canal</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> ({T}: Add {U} or {R}). </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Steam Vents</div> <div>Land -- Island Mountain</div> <div> ({T}: Add {U} or {R}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<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>                            | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<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> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<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>                                                                                                                                                      | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           |
| <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sundown Pass</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Tablet of Discovery<div>2R</div></div><div>Artifact</div><div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/>{T}: Add {R}.<br/>{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tablet of Discovery<div>2R</div></div><div>Artifact</div><div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/>{T}: Add {R}.<br/>{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Tablet of Discovery</div><div><div>2</div><div>R</div></div></div> <div>Artifact</div> <div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/>{T}: Add {R}.<br/>{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                | <div><div>Tablet of Discovery</div><div><div>2</div><div>R</div></div></div> <div>Artifact</div> <div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/>{T}: Add {R}.<br/>{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Three Steps Ahead</div><div><div>U</div></div></div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Three Steps Ahead</div><div><div>U</div></div></div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Avengers Disassembled</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Sorcery</div> <div>Choose one or both --<br/>* Avengers Disassembled deals 3 damage to each creature.<br/>* Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all creatures.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                | <div><div>Flashfreeze</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Counter target red or green spell.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                              | <div><div>Flashfreeze</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Counter target red or green spell.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                              |

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| <div><div>Get Lost<div><div>1</div><div>W</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ghost Vacuum<div><div>1</div></div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.</div><div>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Negate<div><div>1</div><div>U</div></div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                          | <div><div>Price of Freedom<div><div>1</div><div>R</div></div></div><div>Sorcery -- Lesson</div><div>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        |
| <div><div>Price of Freedom<div><div>1</div><div>R</div></div></div><div>Sorcery -- Lesson</div><div>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Return the Favor<div><div>R</div><div>R</div></div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)</div><div>+ {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy.</div><div>+ {1} -- Change the target of target spell or ability with a single target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Riverchurn Monument<div><div>1</div><div>U</div></div></div><div>Artifact</div><div>{1}, {T}: Any number of target players each mill two cards. (Each of them puts the top two cards of their library into their graveyard.) Exhaust -- {2}{U}{U}, {T}: Any number of target players each mill cards equal to the number of cards in their graveyard. (Activate each exhaust ability only once.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Settle the Wreckage<div><div>2</div><div>W</div><div>W</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Spell Snare <div>U</div> </div> <div> Instant </div> <div> Counter target spell with mana value 2. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Wan Shi Tong, Librarian <div>XUU</div> </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> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Wan Shi Tong, Librarian <div>XUU</div> </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> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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