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| <div>Academy Ruins</div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{1}{U}, {T}: Put target artifact card from your graveyard on top of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div>Condescend</div> <div>Instant</div> <div>Counter target spell unless its controller pays {X}. 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div>Condescend</div> <div>Instant</div> <div>Counter target spell unless its controller pays {X}. 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Condescend</div> <div>Instant</div> <div>Counter target spell unless its controller pays {X}. 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Condescend</div> <div>Instant</div> <div>Counter target spell unless its controller pays {X}. 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cyclonic Rift</div> <div>Instant</div> <div>Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Dismember</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div>Dismember</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        |

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| <div><div>Engineered Explosives</div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br/>{2}, Sacrifice this artifact:<br/>Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                            | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div>Field of Ruin</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hall of Storm Giants</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {U}.<br/>{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         |

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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>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       |
| <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>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mindslaver6</div><div>Legendary Artifact</div><div>{4}, {T}, Sacrifice Mindslaver: You control target player during that player's next turn. (You see all cards that player could see and make all decisions for them.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Oblivion Stone3</div><div>Artifact</div><div>{4}, {T}: Put a fate counter on target permanent.<br/>{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Relic of Progenitus</div><div>①</div></div> <div>Artifact</div> <div><div>{T}: Target player exiles a card from their graveyard.</div><div>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Remand</div><div>①U</div></div> <div>Instant</div> <div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.</div><div>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Remand</div><div>①U</div></div> <div>Instant</div> <div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.</div><div>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Remand</div><div>①U</div></div> <div>Instant</div> <div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.</div><div>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Repeal</div><div>XU</div></div> <div>Instant</div> <div><div>Return target nonland permanent with mana value X to its owner's hand.</div><div>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                              | <div><div>Repeal</div><div>XU</div></div> <div>Instant</div> <div><div>Return target nonland permanent with mana value X to its owner's hand.</div><div>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div>Repeal</div><div>XU</div></div> <div>Instant</div> <div><div>Return target nonland permanent with mana value X to its owner's hand.</div><div>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div>River of Tears</div></div> <div>Land</div> <div><div>{T}: Add {U}. If you played a land this turn, add {B} instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                  |

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| <b>Spatial Contortion</b> ①③<br>Instant<br>({C} represents colorless mana.)<br>Target creature gets +3/-3 until end of turn. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sundering Titan</b> ⑧<br>Artifact Creature -- Golem<br>When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands. <div>7/10</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Talisman of Dominance</b> ②<br>Artifact<br>{T}: Add {C}.<br>{T}: Add {U} or {B}. This artifact deals 1 damage to you. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>   | <b>Talisman of Dominance</b> ②<br>Artifact<br>{T}: Add {C}.<br>{T}: Add {U} or {B}. This artifact deals 1 damage to you. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>   |
| <b>Thirst for Discovery</b> ②④<br>Instant<br>Draw three cards. Then discard two cards unless you discard a basic land card. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <b>Thirst for Discovery</b> ②④<br>Instant<br>Draw three cards. Then discard two cards unless you discard a basic land card. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                     | <b>Thirst for Knowledge</b> ②④<br>Instant<br>Draw three cards. Then discard two cards unless you discard an artifact card. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Thirst for Knowledge</b> ②④<br>Instant<br>Draw three cards. Then discard two cards unless you discard an artifact card. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <b>Thirst for Knowledge</b> <div> <div>2</div> <div>U</div> </div> </div> <div> Instant </div> <div> <p>Draw three cards. Then discard two cards unless you discard an artifact card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                 | <div> <b>Tolaria West</b> </div> <div> Land </div> <div> <p>This land enters tapped.<br/>{T}: Add {U}.<br/>Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with mana value 0, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Treasure Mage</b> <div> <div>2</div> <div>U</div> </div> </div> <div> Creature -- Human Wizard </div> <div> <p>When this creature enters, you may search your library for an artifact card with mana value 6 or greater, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Trinket Mage</b> <div> <div>2</div> <div>U</div> </div> </div> <div> Creature -- Human Wizard </div> <div> <p>When this creature enters, you may search your library for an artifact card with mana value 1 or less, reveal that card, put it into your hand, then shuffle.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Ugin, the Spirit Dragon</b> <div> <div>8</div> </div> </div> <div> Legendary Planeswalker -- Ugin </div> <div> <p>[+2]: Ugin deals 3 damage to any target.<br/>[-X]: Exile each permanent with mana value X or less that's one or more colors.<br/>[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> </div> <div> <div>L 7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Urza's Mine</b> </div> <div> Land -- Urza's Mine </div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                         | <div> <b>Urza's Mine</b> </div> <div> Land -- Urza's Mine </div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                         | <div> <b>Urza's Mine</b> </div> <div> Land -- Urza's Mine </div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                            |

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| <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

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| <div> <b>Urza's Tower</b> </div> <div> Land -- Urza's Tower </div> <div> <p>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</p> </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                     | <div> <b>Walking Ballista</b> </div> <div> Artifact Creature -- Construct </div> <div> <p>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Wurmcoil Engine</b> </div> <div> Artifact Creature -- Phyrexian Wurm </div> <div> <p>Deathtouch, lifelink<br/>When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Wurmcoil Engine</b> </div> <div> Artifact Creature -- Phyrexian Wurm </div> <div> <p>Deathtouch, lifelink<br/>When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Blast Zone</b> </div> <div> Land </div> <div> <p>This land enters with a charge counter on it.<br/>{T}: Add {C}.<br/>{X}{X}, {T}: Put X charge counters on this land.<br/>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Chalice of the Void</b> </div> <div> Artifact </div> <div> <p>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>         | <div> <b>Chalice of the Void</b> </div> <div> Artifact </div> <div> <p>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                      | <div> <b>Dismember</b> </div> <div> Instant </div> <div> <p>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</p> </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                     |

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| <b>Emrakul, the Aeons Torn</b> ⑮<br>Legendary Creature -- Eldrazi<br>This spell can't be countered.<br>When you cast this spell, take an extra turn after this one.<br>Flying, protection from spells that are one or more colors, annihilator 6<br>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.<br>[sideboard]<br><div>15/15</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Emrakul, the Promised End</b> ⑬<br>Legendary Creature -- Eldrazi<br>This spell costs {1} less to cast for each card type among cards in your graveyard.<br>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.<br>Flying, trample, protection from instants<br>[sideboard]<br><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ratchet Bomb</b> ②<br>Artifact<br>{T}: Put a charge counter on this artifact.<br>{T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Relic of Progenitus</b> ①<br>Artifact<br>{T}: Target player exiles a card from their graveyard.<br>{1}, Exile this artifact: Exile all graveyards. Draw a card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Relic of Progenitus</b> ①<br>Artifact<br>{T}: Target player exiles a card from their graveyard.<br>{1}, Exile this artifact: Exile all graveyards. Draw a card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                              | <b>Spatial Contortion</b> ①③<br>Instant<br>({C} represents colorless mana.)<br>Target creature gets +3/-3 until end of turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                | <b>Spatial Contortion</b> ①③<br>Instant<br>({C} represents colorless mana.)<br>Target creature gets +3/-3 until end of turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                              | <b>Spreading Seas</b> ①④<br>Enchantment -- Aura<br>Enchant land<br>When this Aura enters, draw a card.<br>Enchanted land is an Island.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                             |

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| <div> <div> <b>Spreading Seas</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant land</div> <div>When this Aura enters, draw a card.</div> <div>Enchanted land is an Island.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Surgical Extraction</b> <div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> <div> ({B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. </div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Walking Ballista</b> <div> <div>X</div> <div>X</div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <div> This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. </div> <div>[sideboard]</div> </div> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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