

<div> <div>Enduring Curiosity (2)(U)(U)</div> <div>Enchantment Creature -- Cat Glimmer</div> <div>Flash Whenever a creature you control deals combat damage to a player, draw a card. When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Enduring Curiosity (2)(U)(U)</div> <div>Enchantment Creature -- Cat Glimmer</div> <div>Flash Whenever a creature you control deals combat damage to a player, draw a card. When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Floodpits Drowner (1)(U)</div> <div>Creature -- Merfolk</div> <div>Flash Vigilance When this creature enters, tap target creature an opponent controls and put a stun counter on it. {1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Floodpits Drowner (1)(U)</div> <div>Creature -- Merfolk</div> <div>Flash Vigilance When this creature enters, tap target creature an opponent controls and put a stun counter on it. {1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
<div> <div>Floodpits Drowner (1)(U)</div> <div>Creature -- Merfolk</div> <div>Flash Vigilance When this creature enters, tap target creature an opponent controls and put a stun counter on it. {1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Floodpits Drowner (1)(U)</div> <div>Creature -- Merfolk</div> <div>Flash Vigilance When this creature enters, tap target creature an opponent controls and put a stun counter on it. {1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Gloomlake Verge</div> <div>Land</div> <div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Gloomlake Verge</div> <div>Land</div> <div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>

<div><div>Gloomlake Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Gloomlake Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Hidden Lair</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Hidden Lair</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Island</div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Kaito, Bane of Nightmares (2)(U)(B)</div> <div> <div>Legendary Planeswalker -- Kaito</div> <div> <p>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</p> <p>During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.</p> <p>[+1]: You get an emblem with "Ninjas you control get +1/+1."</p> <p>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.</p> <p>[-2]: Tap target creature. Put two stun counters on it.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Kaito, Bane of Nightmares (2)(U)(B)</div> <div> <div>Legendary Planeswalker -- Kaito</div> <div> <p>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</p> <p>During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.</p> <p>[+1]: You get an emblem with "Ninjas you control get +1/+1."</p> <p>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.</p> <p>[-2]: Tap target creature. Put two stun counters on it.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Kaito, Bane of Nightmares (2)(U)(B)</div> <div> <div>Legendary Planeswalker -- Kaito</div> <div> <p>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</p> <p>During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.</p> <p>[+1]: You get an emblem with "Ninjas you control get +1/+1."</p> <p>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.</p> <p>[-2]: Tap target creature. Put two stun counters on it.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Kaito, Bane of Nightmares (2)(U)(B)</div> <div> <div>Legendary Planeswalker -- Kaito</div> <div> <p>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</p> <p>During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.</p> <p>[+1]: You get an emblem with "Ninjas you control get +1/+1."</p> <p>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.</p> <p>[-2]: Tap target creature. Put two stun counters on it.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>
<div> <div>Requiting Hex (B)</div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</p> <p>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Requiting Hex (B)</div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</p> <p>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Requiting Hex (B)</div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</p> <p>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Restless Reef</div> <div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U} or {B}.</p> <p>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.</p> <p>Whenever this land attacks, target player mills four cards.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>

<div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shipwreck Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {U} or {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shipwreck Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {U} or {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shoot the Sheriff1B</div><div>Instant</div><div><p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Shoot the Sheriff1B</div><div>Instant</div><div><p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Soulstone Sanctuary</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Soulstone Sanctuary</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell SnareU</div><div>Instant</div><div><p>Counter target spell with mana value 2.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Spyglass Siren ^U Creature -- Siren Pirate <hr/> Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Spyglass Siren ^U Creature -- Siren Pirate <hr/> Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Spyglass Siren ^U Creature -- Siren Pirate <hr/> Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Strategic Betrayal ^{1B} Sorcery <hr/> Target opponent exiles a creature they control and their graveyard. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Swamp Basic Land -- Swamp <hr/> ({T}: Add {B}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Swamp Basic Land -- Swamp <hr/> ({T}: Add {B}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Swamp Basic Land -- Swamp <hr/> ({T}: Add {B}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Theorix Charm ^{UB} Instant <hr/> Choose one -- * Counter target noncreature spell unless its controller pays {2}. * Target creature gets -2/-2 until end of turn. * Mill three cards, then draw a card. (To mill three cards, put the top three cards of your library into your graveyard.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - Liu, bingzheng - Dimir Midrange (???1 / Standard Cup 1)

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 6/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>The Wondrous Wasp</div><div><div>1</div><div>U</div></div></div><div>Legendary Creature -- Human Hero</div><div>Flash Flying Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>The Wondrous Wasp</div><div><div>1</div><div>U</div></div></div><div>Legendary Creature -- Human Hero</div><div>Flash Flying Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tishana's Tidebinder</div><div><div>2</div><div>U</div></div></div><div>Creature -- Merfolk Wizard</div><div>Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tishana's Tidebinder</div><div><div>2</div><div>U</div></div></div><div>Creature -- Merfolk Wizard</div><div>Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Wan Shi Tong, Librarian</div><div><div>X</div><div>U</div><div>U</div></div></div><div>Legendary Creature -- Bird Spirit</div><div>Flash Flying, vigilance When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down. Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Watery Grave</div></div><div>Land -- Island Swamp</div><div>({T}): Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Watery Grave</div></div><div>Land -- Island Swamp</div><div>({T}): Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Watery Grave</div></div><div>Land -- Island Swamp</div><div>({T}): Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

Land -- Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant -- Arcane

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.) Counter target spell unless its controller pays {2}. Counter that spell unless its controller pays {4} instead if this spell was cast using teamwork.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant -- Arcane

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.) Counter target spell unless its controller pays {2}. Counter that spell unless its controller pays {4} instead if this spell was cast using teamwork.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Legendary Creature -- Human Ninja

Flash
When Yuriko enters, choose one --
* Target creature gets -X/-0 until end of turn, where X is the number of cards in your graveyard.
* Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Counter target artifact or
enchantment spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X B B

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)(B)(B)

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Flashfreeze</div><div>1U</div></div><div>Instant</div><div>Counter target red or green spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Flashfreeze</div><div>1U</div></div><div>Instant</div><div>Counter target red or green spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Requiting Hex</div><div>B</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Strategic Betrayal</div><div>1B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Strategic Betrayal</div><div>1B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Strategic Betrayal</div><div>1B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Tishana's Tidebinder (2)(U)

Creature -- Merfolk Wizard

Flash
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vren, the Relentless (2)(U)(B)

Legendary Creature -- Rat Rogue

Ward {2}
If a creature an opponent controls would die, exile it instead.
At the beginning of each end step, create X 1/1 black Rat creature tokens with "This token gets +1/+1 for each other Rat you control," where X is the number of creatures that were exiled under your opponents' control this turn.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wan Shi Tong, Librarian (X)(U)(U)

Legendary Creature -- Bird Spirit

Flash
Flying, vigilance
When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.
Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev