

<div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>CountersculptUU</div><div>Instant</div><div>As an additional cost to cast this spell, behold a Jace or pay {1}. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.) Counter target spell. Empower Jace 1. (Put a loyalty counter on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>CountersculptUU</div><div>Instant</div><div>As an additional cost to cast this spell, behold a Jace or pay {1}. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.) Counter target spell. Empower Jace 1. (Put a loyalty counter on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>CountersculptUU</div><div>Instant</div><div>As an additional cost to cast this spell, behold a Jace or pay {1}. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.) Counter target spell. Empower Jace 1. (Put a loyalty counter on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>CountersculptUU</div><div>Instant</div><div>As an additional cost to cast this spell, behold a Jace or pay {1}. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.) Counter target spell. Empower Jace 1. (Put a loyalty counter on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Destroy all creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Destroy all creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Demolition Field</div><div>Land</div><div>{T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Demolition Field</div><div>Land</div><div>{T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Deserted Beach</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deserted Beach</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deserted Beach</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deserted Beach</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Erode</div> <div>Instant</div> <div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Erode</div> <div>Instant</div> <div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Erode</div> <div>Instant</div> <div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Fatehold Charm</div> <div>Instant</div> <div>Choose one -- * Draw a card. Empower Jace 2. * Return target spell or creature to its owner's hand. * Creatures you control get +1/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Floodfarm Verge</div> <div>Land</div> <div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Floodfarm Verge</div> <div>Land</div> <div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Floodfarm Verge</div> <div>Land</div> <div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Floodfarm Verge</div> <div>Land</div> <div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Fountainport

Land

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{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
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Get Lost

① ② W

Instant

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.")

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Get Lost

① ② W

Instant

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost

①②

Instant

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 explodes. Activate only as a sorcery.")

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Hallowed Fountain

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

Hallowed Fountain

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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Hallowed Fountain

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

Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Jace's Machinations2U</div><div>Instant</div><div>Until end of turn, you may activate loyalty abilities of Jace planeswalkers you control on any player's turn any time you could cast an instant. Empower Jace 8. (Put eight loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Jace's Machinations2U</div><div>Instant</div><div>Until end of turn, you may activate loyalty abilities of Jace planeswalkers you control on any player's turn any time you could cast an instant. Empower Jace 8. (Put eight loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Jace's Machinations2U</div><div>Instant</div><div>Until end of turn, you may activate loyalty abilities of Jace planeswalkers you control on any player's turn any time you could cast an instant. Empower Jace 8. (Put eight loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>No More LiesWU</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>No More LiesWU</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>No More Lies</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Petrified Hamlet</div> </div> <div>Land</div> <div>When this land enters, choose a land card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. Lands with the chosen name have "{T}: Add {C}." {T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Petrified Hamlet</div> </div> <div>Land</div> <div>When this land enters, choose a land card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. Lands with the chosen name have "{T}: Add {C}." {T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Pinnacle Starcage</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Artifact</div> <div>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Pinnacle Starcage</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Artifact</div> <div>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Plains</div> </div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Plains</div> </div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Restless Anchorage</div> </div> <div>Land</div> <div>This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Restless Anchorage</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {U}.</p> <p>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</p> <p>Whenever this land attacks, create a Map token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Seam Rip</div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Seam Rip</div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Seam Rip</div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Theorist's Sanctum</div> <div>Land -- Island</div> <div> <p>{T}: Add {U}.)</p> <p>As this land enters, you may behold a Jace. If you don't, this land enters tapped. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)</p> <p>{2}{U}, {T}: Empower Jace 2.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Theorist's Sanctum</div> <div>Land -- Island</div> <div> <p>{T}: Add {U}.)</p> <p>As this land enters, you may behold a Jace. If you don't, this land enters tapped. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)</p> <p>{2}{U}, {T}: Empower Jace 2.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The Theorist, Jace Beleren</div> <div>Legendary Planeswalker -- Jace</div> <div> <p>At the beginning of each opponent's draw step, you draw a card.</p> <p>[+1]: Create a 1/1 blue Illusion creature token.</p> <p>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.</p> <p>[-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.</p> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The Theorist, Jace Beleren</div> <div>Legendary Planeswalker -- Jace</div> <div> <p>At the beginning of each opponent's draw step, you draw a card.</p> <p>[+1]: Create a 1/1 blue Illusion creature token.</p> <p>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.</p> <p>[-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.</p> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

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<div> Beza, the Bounding Spring ②WW </div> <div> Legendary Creature -- Elemental Elk </div> <div> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Beza, the Bounding Spring ②WW </div> <div> Legendary Creature -- Elemental Elk </div> <div> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Captain Marvel, Earth's Protector ③WW </div> <div> Legendary Creature -- Human Kree Hero </div> <div> <p>Flash</p> <p>Flying, lifelink</p> <p>Power-up -- {5}{W}{W}: Put a +1/+1 counter and an indestructible counter on Captain Marvel. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)</p> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Elsbeth, Storm Slayer ③WW </div> <div> Legendary Planeswalker -- Elspeth </div> <div> <p>If one or more tokens would be created under your control, twice that many of those tokens are created instead.</p> <p>[+1]: Create a 1/1 white Soldier creature token.</p> <p>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.</p> <p>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> Erode W </div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Flashfreeze 1U </div> <div>Instant</div> <div> <p>Counter target red or green spell.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rest in Peace 1W </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rest in Peace 1W </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Riverchurn Monument 1U </div> <div>Artifact</div> <div> <p>{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.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Settle the Wreckage 2WW </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sphinx of False Conclusions 2UU </div> <div>Creature -- Sphinx Illusion</div> <div> <p>Flash</p> <p>Flying</p> <p>Whenever this creature attacks, draw a card, then discard a card.</p> <p>When this creature dies, if it isn't a token, create a token that's a copy of it.</p> <p>[sideboard]</p> </div> <div> <div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ultima 3WW </div> <div>Sorcery</div> <div> <p>Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> <div>Ultima</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wan Shi Tong, Librarian</div> <div> <div>X</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Legendary Creature -- Bird Spirit</div> <div>Flash</div> <div>Flying, vigilance</div> <div>When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.</div> <div>Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</div> </div> <div> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wan Shi Tong, Librarian</div> <div> <div>X</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Legendary Creature -- Bird Spirit</div> <div>Flash</div> <div>Flying, vigilance</div> <div>When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.</div> <div>Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</div> </div> <div> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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