

<div><div>Ashling's Command (3UR)</div><div>Kindred Instant -- Elemental</div><div>Choose two -- * Create a token that's a copy of target Elemental you control. * Target player draws two cards. * Ashling's Command deals 2 damage to each creature target player controls. * Target player creates two Treasure tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ashling's Command (3UR)</div><div>Kindred Instant -- Elemental</div><div>Choose two -- * Create a token that's a copy of target Elemental you control. * Target player draws two cards. * Ashling's Command deals 2 damage to each creature target player controls. * Target player creates two Treasure tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ashling's Command (3UR)</div><div>Kindred Instant -- Elemental</div><div>Choose two -- * Create a token that's a copy of target Elemental you control. * Target player draws two cards. * Ashling's Command deals 2 damage to each creature target player controls. * Target player creates two Treasure tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ashling's Command (3UR)</div><div>Kindred Instant -- Elemental</div><div>Choose two -- * Create a token that's a copy of target Elemental you control. * Target player draws two cards. * Ashling's Command deals 2 damage to each creature target player controls. * Target player creates two Treasure tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Burst Lightning (R)</div><div>Instant</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Burst Lightning (R)</div><div>Instant</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Burst Lightning (R)</div><div>Instant</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Burst Lightning (R)</div><div>Instant</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Colorstorm Stallion</div><div>1UR</div></div><div>Creature -- Elemental Horse</div><div>Ward {1}, haste Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, create a token that's a copy of this creature.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Colorstorm Stallion</div><div>1UR</div></div><div>Creature -- Elemental Horse</div><div>Ward {1}, haste Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, create a token that's a copy of this creature.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Colorstorm Stallion</div><div>1UR</div></div><div>Creature -- Elemental Horse</div><div>Ward {1}, haste Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, create a token that's a copy of this creature.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Colorstorm Stallion</div><div>1UR</div></div><div>Creature -- Elemental Horse</div><div>Ward {1}, haste Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, create a token that's a copy of this creature.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Fire Magic</div><div>R</div></div><div>Instant</div><div>Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Island</div></div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Island</div></div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Molten-Core Maestro</div><div>1R</div></div><div>Creature -- Goblin Bard</div><div>Menace Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Molten-Core Maestro</div><div>①②</div></div><div><div>Creature -- Goblin Bard</div><div>Menace</div><div>Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Molten-Core Maestro</div><div>①②</div></div><div><div>Creature -- Goblin Bard</div><div>Menace</div><div>Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Molten-Core Maestro</div><div>①②</div></div><div><div>Creature -- Goblin Bard</div><div>Menace</div><div>Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div>
<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div>

<div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Prismari Charm</div><div>Instant</div><div>Choose one -- * Surveil 2, then draw a card. * Prismari Charm deals 1 damage to each of one or two targets. * Return target nonland permanent to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Prismari Charm</div><div>Instant</div><div>Choose one -- * Surveil 2, then draw a card. * Prismari Charm deals 1 damage to each of one or two targets. * Return target nonland permanent to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rapturous Moment</div><div>Sorcery</div><div>Draw three cards, then discard two cards. Add {U}{U}{R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Rapturous Moment</div><div>Sorcery</div><div>Draw three cards, then discard two cards. Add {U}{U}{R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rapturous Moment</div><div>Sorcery</div><div>Draw three cards, then discard two cards. Add {U}{U}{R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Riverpyre Verge </div> <div> Land </div> <div> {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. </div> <div> 0/4 </div> <div> Wild Idea </div> <div> Sorcery </div> <div> Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Riverpyre Verge </div> <div> Land </div> <div> {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. </div> <div> 0/4 </div> <div> Wild Idea </div> <div> Sorcery </div> <div> Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sanar, Unfinished Genius </div> <div> Legendary Creature -- Goblin Sorcerer </div> <div> Sanar enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) {T}: Create a Treasure token. Activate only if you've cast an instant or sorcery spell this turn. </div> <div> 0/4 </div> <div> Wild Idea </div> <div> Sorcery </div> <div> Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sanar, Unfinished Genius </div> <div> Legendary Creature -- Goblin Sorcerer </div> <div> Sanar enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) {T}: Create a Treasure token. Activate only if you've cast an instant or sorcery spell this turn. </div> <div> 0/4 </div> <div> Wild Idea </div> <div> Sorcery </div> <div> Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Sanar, Unfinished Genius </div> <div> Legendary Creature -- Goblin Sorcerer </div> <div> Sanar enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) {T}: Create a Treasure token. Activate only if you've cast an instant or sorcery spell this turn. </div> <div> 0/4 </div> <div> Wild Idea </div> <div> Sorcery </div> <div> Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sanar, Unfinished Genius </div> <div> Legendary Creature -- Goblin Sorcerer </div> <div> Sanar enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) {T}: Create a Treasure token. Activate only if you've cast an instant or sorcery spell this turn. </div> <div> 0/4 </div> <div> Wild Idea </div> <div> Sorcery </div> <div> Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sorceress's Schemes </div> <div> Sorcery </div> <div> Return target instant or sorcery card from your graveyard or exiled card with flashback you own to your hand. Add {R}. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Spirebluff Canal </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</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}.) 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}.) 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}.) 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}.) 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><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><div><div>2</div><div>U</div></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>Stock Up</div><div><div>2</div><div>U</div></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>Stock Up</div><div><div>2</div><div>U</div></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>Stormcarved Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Stormcarved Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Stormcarved Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Stormcarved Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</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.) {T}: Add {R}. {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>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.) {T}: Add {R}. {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>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.) {T}: Add {R}. {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>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.) {T}: Add {R}. {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>Thunder Magic</div><div>R</div></div> <div>Instant</div> <div>Tiered (Choose one additional cost.) * Thunder -- {0} -- Thunder Magic deals 2 damage to target creature. * Thundara -- {3} -- Thunder Magic deals 4 damage to target creature. * Thundaga -- {5}{R} -- Thunder Magic deals 8 damage to target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Annul</div><div>U</div></div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Broadside Barrage</div><div>1UR</div></div> <div>Instant</div> <div>Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Emeritus of Ideation</div><div>3UU</div></div> <div>Creature -- Human Wizard</div> <div>Flying, ward {2} This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.</div> <div>[sideboard]</div> <div>5/5</div> <div>----- OTHER FACE -----</div> <div><div>Ancestral Recall</div><div>U</div></div> <div>Instant</div> <div>Target player draws three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Emeritus of Ideation</div><div>3UU</div></div> <div>Creature -- Human Wizard</div> <div>Flying, ward {2} This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.</div> <div>[sideboard]</div> <div>5/5</div> <div>----- OTHER FACE -----</div> <div><div>Ancestral Recall</div><div>U</div></div> <div>Instant</div> <div>Target player draws three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Fire Magic</div><div>R</div></div> <div>Instant</div> <div>Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ghost Vacuum</div><div>1</div></div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard. {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>Ghost Vacuum</div><div>1</div></div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard. {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>Sear</div><div>1R</div></div> <div>Instant</div> <div>Sear deals 4 damage to target creature or planeswalker.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Sear</div><div>1R</div></div> <div>Instant</div> <div>Sear deals 4 damage to target creature or planeswalker.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spell Pierce</div><div>U</div></div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spell Pierce</div><div>U</div></div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Splatter Technique</div><div>1UUUR</div></div> <div>Sorcery</div> <div>Choose one -- * Draw four cards. * Splatter Technique deals 4 damage to each creature and planeswalker.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

②

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X U U

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