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| <div><div>Cling to Dust</div><div>B</div><div>Instant</div><div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div>Cling to Dust</div><div>B</div><div>Instant</div><div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div>Cling to Dust</div><div>B</div><div>Instant</div><div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div>Consult the Star Charts</div><div>1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Consult the Star Charts</div><div>1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consult the Star Charts</div><div>1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consult the Star Charts</div><div>1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Counterspell</div><div>UU</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                      |

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| <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |
| <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</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: 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> |

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| <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<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</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<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</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<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this<br/>land: Search your library for a<br/>Plains or Island card, put it onto<br/>the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this<br/>land: Search your library for a<br/>Plains or Island card, put it onto<br/>the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this<br/>land: Search your library for a<br/>Plains or Island card, put it onto<br/>the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this<br/>land: Search your library for a<br/>Plains or Island card, put it onto<br/>the battlefield, then shuffle.</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>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    | <div>Logic Knot</div> <div>Instant</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Counter target spell unless its controller pays {X}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           |
| <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         |
| <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheoldred's Edict1B</div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheoldred's Edict1B</div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheoldred's Edict1B</div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

U

Counter target noncreature spell  
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell  
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## U

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Counter target spell with mana value
2.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Flash  
Flying  
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.  
Evoke--Exile a blue card from your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Flash  
Flying  
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.  
Evoke--Exile a blue card from your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③ ④

Flash  
Flying  
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.  
Evoke--Exile a blue card from your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Subtlety</div><div><div>2</div><div>U</div><div>U</div></div></div> <div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                | <div><div>Undercity Sewers</div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           | <div><div>Undercity Sewers</div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           |
| <div><div>Undercity Sewers</div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</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><div>Legendary Creature -- Bird Spirit</div><div>Flash<br/>Flying, vigilance<br/>When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.<br/>Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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<br/>Flying, vigilance<br/>When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.<br/>Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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<br/>Flying, vigilance<br/>When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.<br/>Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Wan Shi Tong, Librarian</b> (X)(U)(U)</p> <p>Legendary Creature -- Bird Spirit</p> <p>Flash<br/>Flying, vigilance<br/>When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.<br/>Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Watery Grave</b></p> <p>Land -- Island Swamp</p> <p>([T]): Add [U] or [B].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                            | <p><b>Watery Grave</b></p> <p>Land -- Island Swamp</p> <p>([T]): Add [U] or [B].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                            | <p><b>Watery Grave</b></p> <p>Land -- Island Swamp</p> <p>([T]): Add [U] or [B].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                            |
| <p><b>Consign to Memory</b> (U)</p> <p>Instant</p> <p>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>Counter target triggered ability or colorless spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <p><b>Consign to Memory</b> (U)</p> <p>Instant</p> <p>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>Counter target triggered ability or colorless spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Consign to Memory</b> (U)</p> <p>Instant</p> <p>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>Counter target triggered ability or colorless spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Consign to Memory</b> (U)</p> <p>Instant</p> <p>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>Counter target triggered ability or colorless spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |



2 B B

Destroy all creatures. They can't be regenerated.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)  
{2}, Sacrifice this artifact:  
Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)  
{2}, Sacrifice this artifact:  
Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)  
{2}, Sacrifice this artifact:  
Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①UU

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Ward--Discard a card.  
Whenever this creature enters or attacks,  
exile up to one target card from a graveyard.  
If a creature card was exiled this way, each  
opponent loses 1 life and you gain 1 life.  
Daybound (If a player casts no spells during  
their own turn, it becomes night next turn.)

[sidebar]

3/3

- - - BACK FACE - - -

Ward-Discard a card.  
Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.  
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Ward--Discard a card.  
Whenever this creature enters or attacks,  
exile up to one target card from a graveyard.  
If a creature card was exiled this way, each  
opponent loses 1 life and you gain 1 life.  
Daybound (If a player casts no spells during  
their own turn, it becomes night next turn.)

[sidebar]

3/3

- - - BACK FACE - - -

Ward-Discard a card.  
Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.  
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Ward--Discard a card.  
Whenever this creature enters or attacks,  
exile up to one target card from a graveyard.  
If a creature card was exiled this way, each  
opponent loses 1 life and you gain 1 life.  
Daybound (If a player casts no spells during  
their own turn, it becomes night next turn.)

[sideboard]

3/3

- - - BACK FACE - - -

Ward--Discard a card.  
Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.  
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

2 U

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev