

Dream's Grip Instant Choose one -- * Tap target permanent. * Untap target permanent. Entwine {1} (Choose both if you pay the entwine cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dream's Grip Instant Choose one -- * Tap target permanent. * Untap target permanent. Entwine {1} (Choose both if you pay the entwine cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dream's Grip Instant Choose one -- * Tap target permanent. * Untap target permanent. Entwine {1} (Choose both if you pay the entwine cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dream's Grip Instant Choose one -- * Tap target permanent. * Untap target permanent. Entwine {1} (Choose both if you pay the entwine cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Echoing Truth Instant Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grapeshot Sorcery Grapeshot deals 1 damage to any target. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ideas Unbound Sorcery -- Arcane Draw three cards. Discard three cards at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ideas Unbound UU Sorcery -- Arcane Draw three cards. Discard three cards at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ideas Unbound UU Sorcery -- Arcane Draw three cards. Discard three cards at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ([T]): Add [U].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lonely Sandbar Land This land enters tapped. [T]: Add [U]. Cycling [U] ([U], Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lonely Sandbar Land This land enters tapped. [T]: Add [U]. Cycling [U] ([U], Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lonely Sandbar Land This land enters tapped. [T]: Add [U]. Cycling [U] ([U], Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Field Land Hexproof This land enters tapped. When this land enters, sacrifice two lands. [T]: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Field Land Hexproof This land enters tapped. When this land enters, sacrifice two lands. [T]: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Peer Through Depths Instant -- Arcane Look at the top five cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peer Through Depths Instant -- Arcane Look at the top five cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peer Through Depths Instant -- Arcane Look at the top five cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peer Through Depths Instant -- Arcane Look at the top five cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Psychic Puppetry ①② Instant -- Arcane You may tap or untap target permanent. Splice onto Arcane {U} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Puppetry ①② Instant -- Arcane You may tap or untap target permanent. Splice onto Arcane {U} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Puppetry ①② Instant -- Arcane You may tap or untap target permanent. Splice onto Arcane {U} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reach Through Mists ③ Instant -- Arcane Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serum Visions Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serum Visions Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Serum Visions Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sink into Stupor Instant Return target spell or nonland permanent an opponent controls to its owner's hand. ----- BACK FACE ----- Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sink into Stupor Instant Return target spell or nonland permanent an opponent controls to its owner's hand. ----- BACK FACE ----- Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sink into Stupor Instant Return target spell or nonland permanent an opponent controls to its owner's hand. ----- BACK FACE ----- Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sleight of Hand Ⓢ Sorcery Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tome Scour Ⓢ Sorcery Target player mills five cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twiddle Ⓢ Instant You may tap or untap target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twiddle Ⓢ Instant You may tap or untap target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Twiddle U Instant You may tap or untap target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underworld Breach 1R Enchantment Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.) At the beginning of the end step, sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underworld Breach 1R Enchantment Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.) At the beginning of the end step, sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underworld Breach 1R Enchantment Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.) At the beginning of the end step, sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Watery Grave 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	Watery Grave 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	Wish 2R Sorcery You may play a card you own from outside the game this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wish 2R Sorcery You may play a card you own from outside the game this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wish 2R Sorcery You may play a card you own from outside the game this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wishclaw Talisman 1B Artifact This artifact enters with three wish counters on it. {1}, {T}, Remove a wish counter from this artifact: Search your library for a card, put it into your hand, then shuffle. An opponent gains control of this artifact. Activate only during your turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wishclaw Talisman 1B Artifact This artifact enters with three wish counters on it. {1}, {T}, Remove a wish counter from this artifact: Search your library for a card, put it into your hand, then shuffle. An opponent gains control of this artifact. Activate only during your turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wishclaw Talisman 1B Artifact This artifact enters with three wish counters on it. {1}, {T}, Remove a wish counter from this artifact: Search your library for a card, put it into your hand, then shuffle. An opponent gains control of this artifact. Activate only during your turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Grapeshot 1R Sorcery Grapeshot deals 1 damage to any target. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Psychic Puppetry 1U Instant -- Arcane You may tap or untap target permanent. Splice onto Arcane {U} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thassa's Oracle U U Creature -- Merfolk Wizard When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tome Scour U Sorcery Target player mills five cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underworld Breach 1 R Enchantment Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.) At the beginning of the end step, sacrifice this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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