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| <p><b>Arboreal Grazer</b> ⑥</p> <p>Creature -- Sloth Beast</p> <p>Reach<br/>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                               | <p><b>Arboreal Grazer</b> ⑥</p> <p>Creature -- Sloth Beast</p> <p>Reach<br/>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                        | <p><b>Arboreal Grazer</b> ⑥</p> <p>Creature -- Sloth Beast</p> <p>Reach<br/>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Blast Zone</b></p> <p>Land</p> <p>This land enters with a charge counter on it.<br/>{T}: Add {C}.<br/>{X}{X}, {T}: Put X charge counters on this land.<br/>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Blast Zone</b></p> <p>Land</p> <p>This land enters with a charge counter on it.<br/>{T}: Add {C}.<br/>{X}{X}, {T}: Put X charge counters on this land.<br/>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Blink of an Eye</b> ① ①</p> <p>Instant</p> <p>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Botanical Sanctum</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                          | <p><b>Botanical Sanctum</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                        |

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| <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                               | <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                               | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>(<b>{T}</b>): Add <b>{G}</b> or <b>{U}</b>.)<br/>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>Fae of Wishes<div>①①U</div></div><div>Creature -- Faerie Wizard</div><div>Flying<br/>{1}{U}, Discard two cards: Return this creature to its owner's hand.</div><div>1/4</div><div>----- ADVENTURE -----</div><div><div>Granted<div>③①U</div></div><div>Sorcery -- Adventure</div><div>You may reveal a noncreature card you own from outside the game and put it into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div>Fae of Wishes<div>①①U</div></div><div>Creature -- Faerie Wizard</div><div>Flying<br/>{1}{U}, Discard two cards: Return this creature to its owner's hand.</div><div>1/4</div><div>----- ADVENTURE -----</div><div><div>Granted<div>③①U</div></div><div>Sorcery -- Adventure</div><div>You may reveal a noncreature card you own from outside the game and put it into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Fae of Wishes<div>①①U</div></div><div>Creature -- Faerie Wizard</div><div>Flying<br/>{1}{U}, Discard two cards: Return this creature to its owner's hand.</div><div>1/4</div><div>----- ADVENTURE -----</div><div><div>Granted<div>③①U</div></div><div>Sorcery -- Adventure</div><div>You may reveal a noncreature card you own from outside the game and put it into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Fae of Wishes<div>①①U</div></div><div>Creature -- Faerie Wizard</div><div>Flying<br/>{1}{U}, Discard two cards: Return this creature to its owner's hand.</div><div>1/4</div><div>----- ADVENTURE -----</div><div><div>Granted<div>③①U</div></div><div>Sorcery -- Adventure</div><div>You may reveal a noncreature card you own from outside the game and put it into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Hidden Strings<div>①①U</div></div><div>Sorcery</div><div>You may tap or untap target permanent, then you may tap or untap another target permanent.<br/>Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        |

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| <div><div>Hidden Strings</div><div><div>1</div><div>U</div></div></div> <div>Sorcery</div> <div>You may tap or untap target permanent, then you may tap or untap another target permanent.<br/>Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hidden Strings</div><div><div>1</div><div>U</div></div></div> <div>Sorcery</div> <div>You may tap or untap target permanent, then you may tap or untap another target permanent.<br/>Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hidden Strings</div><div><div>1</div><div>U</div></div></div> <div>Sorcery</div> <div>You may tap or untap target permanent, then you may tap or untap another target permanent.<br/>Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Lotus Field</div></div> <div>Land</div> <div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 | <div><div>Lotus Field</div></div> <div>Land</div> <div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 | <div><div>Lotus Field</div></div> <div>Land</div> <div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 | <div><div>Lotus Field</div></div> <div>Land</div> <div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Pore Over the Pages 3UUU</div><div>Sorcery</div><div>Draw three cards, untap up to two lands, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                      | <div><div><div>Pore Over the Pages 3UUU</div><div>Sorcery</div><div>Draw three cards, untap up to two lands, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                      | <div><div><div>Pore Over the Pages 3UUU</div><div>Sorcery</div><div>Draw three cards, untap up to two lands, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                             | <div><div><div>Pore Over the Pages 3UUU</div><div>Sorcery</div><div>Draw three cards, untap up to two lands, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                             |
| <div><div><div>Sheltered Thicket</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Sheltered Thicket</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Shimmer of Possibility 1U</div><div>Sorcery</div><div>Look at the top four cards of your library. Put one of them into your hand and 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><div><div>Shimmer of Possibility 1U</div><div>Sorcery</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Shimmer of Possibility</div><div>①①</div></div><div>Sorcery</div><div>Look at the top four cards of your library. Put one of them into your hand and 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><div>Strategic Planning</div><div>①①</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Strategic Planning</div><div>①①</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Strategic Planning</div><div>①①</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Strategic Planning</div><div>①①</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><div>Sylvan Scrying</div><div>①⑥</div></div><div>Sorcery</div><div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Sylvan Scrying</div><div>①⑥</div></div><div>Sorcery</div><div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Sylvan Scrying</div><div>①⑥</div></div><div>Sorcery</div><div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              |

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| <div><div>Sylvan Scrying</div><div><div>16</div></div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                           | <div>Temple of Mystery</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temple of Mystery</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temple of Mystery</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Temple of Mystery</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thespian's Stage</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   | <div>Thespian's Stage</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   | <div>Thespian's Stage</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   |

## Thespian's Stage

Land

```
{T}: Add {C}.
{2}, {T}: This land becomes a copy
of target land, except it has this
ability.
```

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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At the beginning of the end step, sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vizier of Tumbling Sands (2)(U)

Creature -- Human Cleric

{T}: Untap another target permanent.  
Cycling {1}{U} ({1}{U}, Discard this  
card: Draw a card.)  
When you cycle this card, untap  
target permanent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vizier of Tumbling Sands (2)(U)

Creature -- Human Cleric

`{T}: Untap another target permanent.  
Cycling {1}{U} ({1}{U}, Discard this  
card: Draw a card.)  
When you cycle this card, untap  
target permanent.`

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vizier of Tumbling Sands (2)(U)

Creature -- Human Cleric

**{T}**: Untap another target permanent.  
Cycling **{1}{U}** (**{1}{U}**, Discard this card: Draw a card.)  
When you cycle this card, untap target permanent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vizier of Tumbling Sands (2)(U)

Creature -- Human Cleric

{T}: Untap another target permanent.  
Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)  
When you cycle this card, untap target permanent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Playtest cards - variancedout - Pioneer (Pioneer League)

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 7/10 - 8 cards - 2.5 x 3.5 in each

## Yavimaya Coast

Land

{T}: Add {C}.  
{T}: Add {G} or {U}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Coast

Land

{T}: Add {C}.  
{T}: Add {G} or {U}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Coast

Land

{T}: Add {C}.  
{T}: Add {G} or {U}. This land deals  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Coast

Land

```
{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Anger of the Gods (1)(R)(R)

## Sorcery

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blink of an Eye ①②

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)  
Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expansion U/R U/R

Instant

Copy target instant or sorcery spell with mana value 4 or less. You may choose new targets for the copy.

[sideboard]

- - - RIGHT HALF - - -

Explosion (X)(U)(U)(R)(R)

Instant

Explosion deals X damage to any target. Target player draws X cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hour of Devastation (3)(R)(R)

Sorcery

All creatures lose indestructible until end of turn. Hour of Devastation deals 5 damage to each creature and each non-Bolas planeswalker.

[sideboard]

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| <div>Hour of Revelation (3)(W)(W)(W)</div> <div>Sorcery</div> <div>This spell costs {3} less to cast if there are ten or more nonland permanents on the battlefield. Destroy all nonland permanents.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <div>Jace, Wielder of Mysteries (1)(U)(U)(U)</div> <div>Legendary Planeswalker -- Jace</div> <div>If you would draw a card while your library has no cards in it, you win the game instead.<br/>[+1]: Target player mills two cards. Draw a card.<br/>[-8]: Draw seven cards. Then if your library has no cards in it, you win the game.</div> <div>[sideboard]</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lost Legacy (1)(B)(B)</div> <div>Sorcery</div> <div>Choose a nonartifact, nonland card name. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       | <div>Natural State (6)</div> <div>Instant</div> <div>Destroy target artifact or enchantment with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                               |
| <div>Thought Distortion (4)(B)(B)</div> <div>Sorcery</div> <div>This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tome Scour (U)</div> <div>Sorcery</div> <div>Target player mills five cards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                       | <div>Ugin, the Spirit Dragon (8)</div> <div>Legendary Planeswalker -- Ugin</div> <div>[+2]: Ugin deals 3 damage to any target.<br/>[-X]: Exile each permanent with mana value X or less that's one or more colors.<br/>[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</div> <div>[sideboard]</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Underworld Breach (1)(R)</div> <div>Enchantment</div> <div>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.)<br/>At the beginning of the end step, sacrifice this enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Wilt</div><div>①⑥</div></div><div>Instant</div><div>Destroy target artifact or enchantment.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wilt</div><div>①⑥</div></div><div>Instant</div><div>Destroy target artifact or enchantment.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wilt</div><div>①⑥</div></div><div>Instant</div><div>Destroy target artifact or enchantment.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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