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| <div><div>Arboreal Grazer</div><div>6</div><div>Creature -- Sloth Beast</div><div>Reach</div><div>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Arboreal Grazer</div><div>6</div><div>Creature -- Sloth Beast</div><div>Reach</div><div>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Arboreal Grazer</div><div>6</div><div>Creature -- Sloth Beast</div><div>Reach</div><div>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Arboreal Grazer</div><div>6</div><div>Creature -- Sloth Beast</div><div>Reach</div><div>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               |
| <div><div>Bala Ged Recovery</div><div>26</div><div>Sorcery</div><div>Return target card from your graveyard to your hand.</div><div>--- BACK FACE ---</div><div>Bala Ged Sanctuary</div><div>Land</div><div>This land enters tapped.</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bala Ged Recovery</div><div>26</div><div>Sorcery</div><div>Return target card from your graveyard to your hand.</div><div>--- BACK FACE ---</div><div>Bala Ged Sanctuary</div><div>Land</div><div>This land enters tapped.</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bala Ged Recovery</div><div>26</div><div>Sorcery</div><div>Return target card from your graveyard to your hand.</div><div>--- BACK FACE ---</div><div>Bala Ged Sanctuary</div><div>Land</div><div>This land enters tapped.</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bala Ged Recovery</div><div>26</div><div>Sorcery</div><div>Return target card from your graveyard to your hand.</div><div>--- BACK FACE ---</div><div>Bala Ged Sanctuary</div><div>Land</div><div>This land enters tapped.</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Barkchannel Pathway

Land

$$\{T\}: \text{Add } \{G\}.$$

- - - BACK FACE - - -

## Tidechannel Pathway

Land

$$\{T\} : \text{Add } \{U\}.$$

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## Blast Zone

Land

This land enters with a charge counter on it.  
 {T}: Add {C}.  
 {X}{X}, {T}: Put X charge counters on this land.  
 {3}, {T}, Sacrifice this land:  
 Destroy each nonland permanent with mana value equal to the number of charge counters on this land.

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## Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dig Through Time

6 U U

Instant

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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## Emergent Ultimatum (B) (B) (G) (G) (G) (U) (U)

**B B G G G U U**

Sorcery

Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum.

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| <div><div>Emergent Ultimatum</div><div>B B G G G U U</div></div> <div>Sorcery</div> <div>Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum.</div> <div>1/4</div> <div>Granted</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>Fae of Wishes</div><div>1 U</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>Granted</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>Fae of Wishes</div><div>1 U</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>Granted</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>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                 |
| <div><div>Galvanic Iteration</div><div>U R</div></div> <div>Instant</div> <div>When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.<br/>Flashback {1}{U}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                   | <div><div>Galvanic Iteration</div><div>U R</div></div> <div>Instant</div> <div>When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.<br/>Flashback {1}{U}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div><div>Hidden Strings</div><div>1 U</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>1 U</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> |

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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. 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. 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>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>Peer into the Abyss (4)(B)(B)(B)</div><div>Sorcery</div><div>Target player draws cards equal to half the number of cards in their library and loses half their life. Round up each time.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pore Over the Pages (3)(U)(U)</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>Pore Over the Pages (3)(U)(U)</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>Pore Over the Pages (3)(U)(U)</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>Pore Over the Pages (3)(U)(U)</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>Shimmer of Possibility (1)(U)</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>Shimmer of Possibility (1)(U)</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>Shimmer of Possibility (1)(U)</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> |

① ②

## Sorcery

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.

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① ②

## Sorcery

Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

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① ⑥

## Sorcery

Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

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① ⑥

Sorcery

Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

botbox.dev

① ②

## Sorcery

Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

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## Temple of Mystery

Land

This land enters tapped.  
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)  
{T}: Add {G} or {U}.

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## Temple of Mystery

Land

This land enters tapped.  
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)  
{T}: Add {G} or {U}.

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## Temple of Mystery

Land

This land enters tapped.  
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)  
{T}: Add {G} or {U}.

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## Thespian's Stage

Land

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

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## Thespian's Stage

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```
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## Thespian's Stage

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```

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## Thespian's Stage

Land

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

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## 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

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## 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

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## 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

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Yavimaya Coast</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div><div>Yavimaya Coast</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Yavimaya Coast</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Yavimaya Coast</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            |
| <div><div><div>Alpine Moon</div><div>Enchantment</div><div>As this enchantment enters, choose a nonbasic land card name.<br/>Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."<br/><br/>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Anger of the Gods</div><div>Sorcery</div><div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.<br/><br/>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Anger of the Gods</div><div>Sorcery</div><div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.<br/><br/>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Approach of the Second Sun</div><div>Sorcery</div><div>If this spell was cast from your hand and you've cast another spell named Approach of the Second Sun this game, you win the game. Otherwise, put Approach of the Second Sun into its owner's library seventh from the top and you gain 7 life.<br/><br/>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |





## Thought Distortion (4)(B)(B)

Sorcery

This spell can't be countered.  
Target opponent reveals their hand.  
Exile all noncreature, nonland cards from that player's hand and graveyard.

[sideboard]

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## Ugin, the Spirit Dragon (8)

Legendary Planeswalker -- Ugin

[+2]: Ugin deals 3 damage to any target.  
[-X]: Exile each permanent with mana value X or less that's one or more colors.  
[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.

[sideboard]

L 7

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## Wilt (1)(G)

Instant

Destroy target artifact or enchantment.  
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

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