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| <div>Artist's Talent<div>1R</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Artist's Talent<div>1R</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Artist's Talent<div>1R</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Artist's Talent<div>1R</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Bala Ged Recovery<div>2G</div><div>Sorcery</div><div>Return target card from your graveyard to your hand.</div><div>-----<br/>-- - BACK FACE - - --</div><div>Bala Ged Sanctuary<div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                   | <div>Boseiju, Who Endures<div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div>Boseiju, Who Endures<div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div>Botanical Sanctum<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>                                                                                                                                                                                                                                                                                                                                     |

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| <div><div><b>Botanical Sanctum</b></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><b>Botanical Sanctum</b></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><b>Consider</b><div>U</div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div><b>Consider</b><div>U</div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   |
| <div><div><b>Consider</b><div>U</div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Consider</b><div>U</div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Dig Through Time</b><div>6UU</div></div><div>Instant</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Dig Through Time</b><div>6UU</div></div><div>Instant</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>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.</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> <p>You may tap or untap target permanent, then you may tap or untap another target permanent.</p> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hidden Strings</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>You may tap or untap target permanent, then you may tap or untap another target permanent.</p> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hidden Strings</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>You may tap or untap target permanent, then you may tap or untap another target permanent.</p> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hidden Strings</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>You may tap or untap target permanent, then you may tap or untap another target permanent.</p> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Island</div> </div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                               | <div> <div>Ketria Triome</div> </div> <div>Land -- Forest Island Mountain</div> <div> <p>{T}: Add {G}, {U}, or {R}.</p> <p>This land enters tapped.</p> <p>Cycling {3} ({3}, Discard this card: Draw a card.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                       | <div> <div>Lier, Disciple of the Drowned</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div>Legendary Creature -- Human Wizard</div> <div> <p>Spells can't be countered.</p> <p>Each instant and sorcery card in your graveyard has flashback. The flashback cost is equal to that card's mana cost.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>3/4</div> </div>                                                                                 | <div> <div>Lotus Field</div> </div> <div>Land</div> <div> <p>Hexproof</p> <p>This land enters tapped.</p> <p>When this land enters, sacrifice two lands.</p> <p>{T}: Add three mana of any one color.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                               |

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| <div><div>Lotus Field</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><div>Lotus Field</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><div>Lotus Field</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><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |
| <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Pore Over the Pages</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</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</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</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>                                                                                                                                                                         |

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| <div><div>Sleight of Hand</div><div>Ⓢ</div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sleight of Hand</div><div>Ⓢ</div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sleight of Hand</div><div>Ⓢ</div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sleight of Hand</div><div>Ⓢ</div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Spirebluff Canal</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div><div>Spirebluff Canal</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div><div>Spirebluff Canal</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div><div>Spirebluff Canal</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        |

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| <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>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>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>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>Thespian's Stage</div></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><div>Thespian's Stage</div></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><div>Thespian's Stage</div></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><div>Vizier of Tumbling Sands</div><div>②①</div></div> <div>Creature -- Human Cleric</div> <div>{T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)<br/>When you cycle this card, untap target permanent.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Vizier of Tumbling Sands</b> (2)(U)<br>Creature -- Human Cleric<br>{T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)<br>When you cycle this card, untap target permanent.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                      | <b>Vizier of Tumbling Sands</b> (2)(U)<br>Creature -- Human Cleric<br>{T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)<br>When you cycle this card, untap target permanent.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Vizier of Tumbling Sands</b> (2)(U)<br>Creature -- Human Cleric<br>{T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)<br>When you cycle this card, untap target permanent.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wish</b> (2)(R)<br>Sorcery<br>You may play a card you own from outside the game this turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                           |
| <b>Boseiju, Who Endures</b><br>Legendary Land<br>{T}: Add {G}.<br>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Filter Out</b> (1)(U)(U)<br>Instant<br>Return all noncreature, nonland permanents to their owners' hands.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                             | <b>Filter Out</b> (1)(U)(U)<br>Instant<br>Return all noncreature, nonland permanents to their owners' hands.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                             | <b>Finale of Revelation</b> (X)(U)(U)<br>Sorcery<br>Draw X cards. If X is 10 or more, instead shuffle your graveyard into your library, draw X cards, untap up to five lands, and you have no maximum hand size for the rest of the game.<br>Exile Finale of Revelation.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>Into the Flood Maw</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Into the Flood Maw</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Into the Flood Maw</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                   | <div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                   | <div><div>Silence</div><div>Instant</div><div>Your opponents can't cast spells this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 |

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| <div> <div>Sunfall</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thassa's Oracle</div> <div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Merfolk Wizard</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thassa's Oracle</div> <div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Merfolk Wizard</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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