

Abhorrent Oculus (2)(U) Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abhorrent Oculus (2)(U) Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abhorrent Oculus (2)(U) Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abhorrent Oculus (2)(U) Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Haughty Djinn (1)(U)(U) Creature -- Djinn Flying Haughty Djinn's power is equal to the number of instant and sorcery cards in your graveyard. Instant and sorcery spells you cast cost {1} less to cast. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haughty Djinn (1)(U)(U) Creature -- Djinn Flying Haughty Djinn's power is equal to the number of instant and sorcery cards in your graveyard. Instant and sorcery spells you cast cost {1} less to cast. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haughty Djinn (1)(U)(U) Creature -- Djinn Flying Haughty Djinn's power is equal to the number of instant and sorcery cards in your graveyard. Instant and sorcery spells you cast cost {1} less to cast. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haughty Djinn (1)(U)(U) Creature -- Djinn Flying Haughty Djinn's power is equal to the number of instant and sorcery cards in your graveyard. Instant and sorcery spells you cast cost {1} less to cast. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bounce Off Instant Return target creature or Vehicle to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chart a Course Sorcery Draw two cards. Then discard a card unless you attacked this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chart a Course Sorcery Draw two cards. Then discard a card unless you attacked this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chart a Course Sorcery Draw two cards. Then discard a card unless you attacked this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chart a Course Sorcery Draw two cards. Then discard a card unless you attacked this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② W

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Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target spell with mana value 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target spell with mana value 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

Exile target artifact, enchantment, or creature with power 4 or greater.

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{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)

I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.

II -- Target player mills four cards.

III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Founding the Third Path 1U Enchantment -- Saga Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost. II -- Target player mills four cards. III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Founding the Third Path 1U Enchantment -- Saga Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost. II -- Target player mills four cards. III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Founding the Third Path 1U Enchantment -- Saga Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost. II -- Target player mills four cards. III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 1W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

[sideboard]

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Recommission

① W

Sorcery

Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.

[sidebar]

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Recommission

① W

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Recommission

① ② W

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Anchorage

Land

This land enters tapped.
{T}: Add {W} or {U}.
{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.
Whenever this land attacks, create a Map token.

[sidebar]

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Seachrome Coast

Land

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

[sidebar]

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Seachrome Coast

Land

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Split Up (1)(W)(W) Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Split Up (1)(W)(W) Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown (1)(W)(W) Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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The Stone Brain

②

Legendary Artifact

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sideboard]

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Three Steps Ahead

U

Instant

Spree (Choose one or more additional costs.)
+ {1}{U} -- Counter target spell.
+ {3} -- Create a token that's a copy of target artifact or creature you control.
+ {2} -- Draw two cards, then discard a card.

[sideboard]

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Three Steps Ahead

U

Instant

Spree (Choose one or more additional costs.)
+ {1}{U} -- Counter target spell.
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[sideboard]

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