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| <b>Abhorrent Oculus</b> (2)(U)<br>Creature -- Eye<br>As an additional cost to cast this spell, exile six cards from your graveyard.<br>Flying<br>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.)<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Abhorrent Oculus</b> (2)(U)<br>Creature -- Eye<br>As an additional cost to cast this spell, exile six cards from your graveyard.<br>Flying<br>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.)<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Abhorrent Oculus</b> (2)(U)<br>Creature -- Eye<br>As an additional cost to cast this spell, exile six cards from your graveyard.<br>Flying<br>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.)<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Abhorrent Oculus</b> (2)(U)<br>Creature -- Eye<br>As an additional cost to cast this spell, exile six cards from your graveyard.<br>Flying<br>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.)<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Abrade</b> (1)(R)<br>Instant<br>Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.                                                                                                                                                                                                                                                                                                                                                                     | <b>Abrade</b> (1)(R)<br>Instant<br>Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.                                                                                                                                                                                                                                                                                                                                                                     | <b>Adarkar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {W} or {U}. This land deals 1 damage to you.                                                                                                                                                                                                                                                                                                                                                                                           | <b>Adarkar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {W} or {U}. This land deals 1 damage to you.                                                                                                                                                                                                                                                                                                                                                                                           |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                             |

## Land

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Enchantment Creature -- Nightmare

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Enchantment Creature -- Nightmare

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Enchantment Creature -- Nightmare

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Enchantment Creature -- Nightmare

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Sorcery

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Sorcery

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Sorcery

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| <div> <div>Helping Hand</div> <div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Helping Hand</div> <div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Inspiring Vantage</div> </div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Inspiring Vantage</div> </div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           |
| <div> <div>Inspiring Vantage</div> </div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                | <div> <div>Inspiring Vantage</div> </div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</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>Marauding Mako</div> <div> <div>R</div> </div> </div> <div>Creature -- Shark Pirate</div> <div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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Whenever you discard one or more cards, put that many +1/+1 counters on this creature.  
Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

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Whenever you discard one or more cards, put that many +1/+1 counters on this creature.

Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

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Basic Land -- Mountain

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

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① ②

When Proft's Eidetic Memory enters, draw a card.  
You have no maximum hand size.  
At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② U

When Prof's Eidetic Memory enters, draw a card.  
You have no maximum hand size.  
At the beginning of combat on your turn, if you've drawn more than one card this turn, put  $X +1/+1$  counters on target creature you control, where  $X$  is the number of cards you've drawn this turn minus one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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## 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.

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| <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sheltered by Ghosts<div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Counter target noncreature spell  
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Creature -- Siren Pirate

Flying  
When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## U

Creature -- Siren Pirate

```
Flying
When this creature enters, create a
Map token. (It's an artifact with
"{1}, {T}, Sacrifice this token:
Target creature you control
explores. Activate only as a
sorcery.")
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Spyglass Siren</b> <span>U</span><br>Creature -- Siren Pirate<br>Flying<br>When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spyglass Siren</b> <span>U</span><br>Creature -- Siren Pirate<br>Flying<br>When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                | <b>Steamcore Scholar</b> <span>2U</span><br>Creature -- Weird Detective<br>Flying, vigilance<br>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                         | <b>Steamcore Scholar</b> <span>2U</span><br>Creature -- Weird Detective<br>Flying, vigilance<br>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                 |
| <b>Steamcore Scholar</b> <span>2U</span><br>Creature -- Weird Detective<br>Flying, vigilance<br>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev          | <b>Tersa Lightshatter</b> <span>2R</span><br>Legendary Creature -- Orc Wizard<br>Haste<br>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Tersa Lightshatter</b> <span>2R</span><br>Legendary Creature -- Orc Wizard<br>Haste<br>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Torch the Tower</b> <span>R</span><br>Instant<br>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div><div><div><div></div><div><b>Torch the Tower</b></div><div><div><div>R</div></div></div></div><div><div>Instant</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Torch the Tower</b></div><div><div><div>R</div></div></div></div><div><div>Instant</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Torch the Tower</b></div><div><div><div>R</div></div></div></div><div><div>Instant</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Winternight Stories</b></div><div><div><div>2</div><div>U</div></div></div></div><div><div>Sorcery</div><div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Disdainful Stroke</b></div><div><div><div>1</div><div>U</div></div></div></div><div><div>Instant</div><div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                                                                                                                           | <div><div><div><div><div><div></div><div><b>Disdainful Stroke</b></div><div><div><div>1</div><div>U</div></div></div></div><div><div>Instant</div><div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                                                                                                                           | <div><div><div><div><div><div></div><div><b>Exorcise</b></div><div><div><div>1</div><div>W</div></div></div></div><div><div>Sorcery</div><div><div>Exile target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                                                                                                              | <div><div><div><div><div><div></div><div><b>Exorcise</b></div><div><div><div>1</div><div>W</div></div></div></div><div><div>Sorcery</div><div><div>Exile target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                                                                |



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| <div> <b>Ghost Vacuum</b> <span>1</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Ghost Vacuum</b> <span>1</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Kaito, Cunning Infiltrator</b> <span>1UU</span> </div> <div>Legendary Planeswalker -- Kaito</div> <div> <p>Whenever a creature you control deals combat damage to a player, put a loyalty counter on Kaito.</p> <p>[+1]: Up to one target creature you control can't be blocked this turn. Draw a card, then discard a card.</p> <p>[-2]: Create a 2/1 blue Ninja creature token.</p> <p>[-9]: You get an emblem with "Whenever a player casts a spell, you create a 2/1 blue Ninja creature token."</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Kaito, Cunning Infiltrator</b> <span>1UU</span> </div> <div>Legendary Planeswalker -- Kaito</div> <div> <p>Whenever a creature you control deals combat damage to a player, put a loyalty counter on Kaito.</p> <p>[+1]: Up to one target creature you control can't be blocked this turn. Draw a card, then discard a card.</p> <p>[-2]: Create a 2/1 blue Ninja creature token.</p> <p>[-9]: You get an emblem with "Whenever a player casts a spell, you create a 2/1 blue Ninja creature token."</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Negate</b> <span>1U</span> </div> <div>Instant</div> <div> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                       | <div> <b>Negate</b> <span>1U</span> </div> <div>Instant</div> <div> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                       | <div> <b>Pyroclasm</b> <span>1R</span> </div> <div>Sorcery</div> <div> <p>Pyroclasm deals 2 damage to each creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                         | <div> <b>Sheltered by Ghosts</b> <span>1W</span> </div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature you control</p> <p>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</p> <p>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                   |

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| <div> <div>Surge of Salvation</div> <div>W</div> </div> <div> <div>Instant</div> <div> <p>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surge of Salvation</div> <div>W</div> </div> <div> <div>Instant</div> <div> <p>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The Filigree Sylex</div> <div>2</div> </div> <div> <div>Legendary Artifact</div> <div> <p>{T}: Put an oil counter on The Filigree Sylex.</p> <p>{T}, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex.</p> <p>{T}, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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