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| <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>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.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>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.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>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.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>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.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                          | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                          | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                          | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                          |

## Chart a Course



## Sorcery

Draw two cards. Then discard a card unless you attacked this turn.

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## Chart a Course



## Sorcery

Draw two cards. Then discard a card unless you attacked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Chart a Course



## Sorcery

Draw two cards. Then discard a card unless you attacked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Get Lost



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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Get Lost



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 explodes. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

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

① ② ③

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

① U U

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**

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W

Return target creature card with  
mana value 3 or less from your  
graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Return target creature card with  
mana value 3 or less from your  
graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Return target creature card with  
mana value 3 or less from your  
graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Return target creature card with  
mana value 3 or less from your  
graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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.

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| <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.)<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>U</div></div></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.)<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>U</div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div>                                                                                                                                                                                                                                                                                    | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div>                                                                                                                                                                                                                                                                                    |
| <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div>                                                                                                                                                                                                                                                                                                                                                      | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div>                                                                                                                                                                                                                                                                                                                                                      | <div><div><div>Kiora, the Rising Tide</div><div>Legendary Creature -- Merfolk Noble</div><div>When Kiora enters, draw two cards, then discard two cards.<br/>Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>2U</div></div></div> | <div><div><div>Kiora, the Rising Tide</div><div>Legendary Creature -- Merfolk Noble</div><div>When Kiora enters, draw two cards, then discard two cards.<br/>Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>2U</div></div></div> |

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| <div><div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div><div>({T}: Add {W} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div><div>({T}: Add {W} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div><div>({T}: Add {W} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div><div>({T}: Add {W} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Moment of Truth</div><div>Instant</div><div><div>①</div><div>②</div></div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                  | <div><div><div>Moment of Truth</div><div>Instant</div><div><div>①</div><div>②</div></div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                  | <div><div><div>Phantom Interference</div><div>Instant</div><div><div>①</div></div><div>Spree (Choose one or more additional costs.)<br/>+ {3} -- Create a 2/2 white Spirit creature token with flying.<br/>+ {1} -- Counter target spell unless its controller pays {2}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           | <div><div><div>Phantom Interference</div><div>Instant</div><div><div>①</div></div><div>Spree (Choose one or more additional costs.)<br/>+ {3} -- Create a 2/2 white Spirit creature token with flying.<br/>+ {1} -- Counter target spell unless its controller pays {2}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           |

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| <b>Phantom Interference</b> <sup>1</sup> U<br>Instant<br>Spree (Choose one or more additional costs.)<br>+ {3} -- Create a 2/2 white Spirit creature token with flying.<br>+ {1} -- Counter target spell unless its controller pays {2}.<br><div>1/3</div> <div>--- ADVENTURE ---</div> <b>Free the Fae</b> <sup>1</sup> U<br>Instant -- Adventure<br>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Picklock Prankster</b> <sup>1</sup> U<br>Creature -- Faerie Rogue<br>Flying, vigilance<br><div>1/3</div> <div>--- ADVENTURE ---</div> <b>Free the Fae</b> <sup>1</sup> U<br>Instant -- Adventure<br>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Picklock Prankster</b> <sup>1</sup> U<br>Creature -- Faerie Rogue<br>Flying, vigilance<br><div>1/3</div> <div>--- ADVENTURE ---</div> <b>Free the Fae</b> <sup>1</sup> U<br>Instant -- Adventure<br>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Picklock Prankster</b> <sup>1</sup> U<br>Creature -- Faerie Rogue<br>Flying, vigilance<br><div>1/3</div> <div>--- ADVENTURE ---</div> <b>Free the Fae</b> <sup>1</sup> U<br>Instant -- Adventure<br>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Picklock Prankster</b> <sup>1</sup> U<br>Creature -- Faerie Rogue<br>Flying, vigilance<br><div>1/3</div> <div>--- ADVENTURE ---</div> <b>Free the Fae</b> <sup>1</sup> U<br>Instant -- Adventure<br>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                         | <b>Recommission</b> <sup>1</sup> W<br>Sorcery<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                      | <b>Recommission</b> <sup>1</sup> W<br>Sorcery<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                      |

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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>Sleight of Hand</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><div>Sleight of Hand</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><div>Sleight of Hand</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><div>Sleight of Hand</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> |

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| <div> <div>Soul Partition</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div>Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                  | <div> <div>Soul Partition</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div>Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                  | <div> <div>Three Steps Ahead</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>           Spree (Choose one or more additional costs.)<br/>           + {1}{U} -- Counter target spell.<br/>           + {3} -- Create a token that's a copy of target artifact or creature you control.<br/>           + {2} -- Draw two cards, then discard a card.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Three Steps Ahead</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>           Spree (Choose one or more additional costs.)<br/>           + {1}{U} -- Counter target spell.<br/>           + {3} -- Create a token that's a copy of target artifact or creature you control.<br/>           + {2} -- Draw two cards, then discard a card.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Crystal Barricade</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Artifact Creature -- Wall</div> <div>           Defender (This creature can't attack.)<br/>           You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br/>           Prevent all noncombat damage that would be dealt to other creatures you control.         </div> <div>[sideboard]</div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Crystal Barricade</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Artifact Creature -- Wall</div> <div>           Defender (This creature can't attack.)<br/>           You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br/>           Prevent all noncombat damage that would be dealt to other creatures you control.         </div> <div>[sideboard]</div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Elspeth's Smite</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div>           Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                       | <div> <div>Elspeth's Smite</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div>           Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                       |



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| <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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