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| <b>Abhorrent Oculus</b> ②①<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> ②①<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> ②①<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> ②①<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>Adarkar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {W} or {U}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                              | <b>Adarkar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {W} or {U}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                              | <b>Chart a Course</b> ①①<br>Sorcery<br>Draw two cards. Then discard a card unless you attacked this turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                            | <b>Chart a Course</b> ①①<br>Sorcery<br>Draw two cards. Then discard a card unless you attacked this turn.<br>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

## Founding the Third Path ①②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Founding the Third Path ①②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Founding the Third Path ①②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Founding the Third Path ①②

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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

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**

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

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>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Moment of Truth1U</div><div>Instant</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Moment of Truth1U</div><div>Instant</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Moment of Truth1U</div><div>Instant</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Moment of Truth1U</div><div>Instant</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>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>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>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                            | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div><div>Recommission</div><div>Sorcery</div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Recommission</div><div>Sorcery</div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{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.<br/>Whenever this land attacks, create a Map token.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>Soul Partition</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul Partition</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul Partition</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Elspeth's Smite</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elspeth's Smite</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Elspeth's Smite</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Elspeth's Smite</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      |

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| <div> <div>Exorcise</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Exile target artifact, enchantment, or creature with power 4 or greater.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>        | <div> <div>Ghost Vacuum</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard.</div> <div>{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.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Into the Flood Maw</div> <div> <div>U</div> </div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Joust Through</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div>Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                             |
| <div> <div>Joust Through</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div>Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Monastery Mentor</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Creature -- Human Monk</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.</div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                   | <div> <div>Monastery Mentor</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Creature -- Human Monk</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.</div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                      | <div> <div>Monastery Mentor</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Creature -- Human Monk</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.</div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div><b>Negate</b><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Negate</b><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Split Up</b><div><div>1</div><div>W</div><div>W</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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