

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
Atraxa, Grand Unifier (3)(G)(W)(U)(B) Legendary Creature -- Phyrexian Angel Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atraxa, Grand Unifier (3)(G)(W)(U)(B) Legendary Creature -- Phyrexian Angel Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. 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.	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.

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Essence Flux Instant Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Flux Instant Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Flux Instant Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Flux Instant Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fading Hope Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fading Hope Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fallaji Archaeologist Creature -- Human Scout When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fallaji Archaeologist Creature -- Human Scout When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mistrise Village Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered.	Neoform Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.	Neoform Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.	Neoform Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.
Neoform Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.	Otawara, Soaring City Legendary Land {T}: Add {U}. 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.	Otherworldly Gaze Instant Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Otherworldly Gaze Instant Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Stubborn Denial

U

Instant

Counter target noncreature spell unless its controller pays {1}.
Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.

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Thundertrap Trainer

①②

Creature -- Otter Wizard

Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Town Greeter

① ②

Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Town Greeter

① ② G

Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere

②

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

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Damping Sphere

②

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If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fading Hope

U

Instant

Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fading Hope

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Instant

Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Koma, Cosmos Serpent 3GGUU Legendary Creature -- Serpent This spell can't be countered. At the beginning of each upkeep, create a 3/3 blue Serpent creature token named Koma's Coil. Sacrifice another Serpent: Choose one -- * Tap target permanent. Its activated abilities can't be activated this turn. * Koma gains indestructible until end of turn. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystical Dispute 2U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison G Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison G Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison 6 Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toxrill, the Corrosive 5BB Legendary Creature -- Slug Horror At the beginning of each end step, put a slime counter on each creature you don't control. Creatures you don't control get -1/-1 for each slime counter on them. Whenever a creature you don't control with a slime counter on it dies, create a 1/1 black Slug creature token. {U}{B}, Sacrifice a Slug: Draw a card. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	