

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	Agatha's Soul Cauldron 2 Legendary Artifact You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Goryo 's Vengeance

Instant -- Arcane

Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.

Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

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Griselbrand

Legendary Creature -- Demon

Flying, lifelink
Pay 7 life: Draw seven cards.

7/7

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Hedron Crab

Creature -- Crab

Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)

0/2

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Basic Land -- Island

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

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U

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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Legendary Land

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{T}: Add {C}.
{T}, Sacrifice a creature: Add
{B}{B}.
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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Frog U B Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Ulamog, the Defiler 10 Legendary Creature -- Eldrazi When you cast this spell, target opponent exiles the top half of their library, rounded up. Ward--Sacrifice two permanents. Ulamog enters with a number of +1/+1 counters on it equal to the greatest mana value among cards in exile. Ulamog has annihilator X, where X is the number of +1/+1 counters on it. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog, the Defiler 10 Legendary Creature -- Eldrazi When you cast this spell, target opponent exiles the top half of their library, rounded up. Ward--Sacrifice two permanents. Ulamog enters with a number of +1/+1 counters on it equal to the greatest mana value among cards in exile. Ulamog has annihilator X, where X is the number of +1/+1 counters on it. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog, the Defiler 10 Legendary Creature -- Eldrazi When you cast this spell, target opponent exiles the top half of their library, rounded up. Ward--Sacrifice two permanents. Ulamog enters with a number of +1/+1 counters on it equal to the greatest mana value among cards in exile. Ulamog has annihilator X, where X is the number of +1/+1 counters on it. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog, the Defiler 10 Legendary Creature -- Eldrazi When you cast this spell, target opponent exiles the top half of their library, rounded up. Ward--Sacrifice two permanents. Ulamog enters with a number of +1/+1 counters on it equal to the greatest mana value among cards in exile. Ulamog has annihilator X, where X is the number of +1/+1 counters on it. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

(B)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Island Swamp

(T: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land -- Island Swamp

((T): Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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U

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[sidebar]

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[sidebar]

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BB

Shadow (This creature can block or be blocked by only creatures with shadow.)

If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.

[T], Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

[sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Voidwalker B B Creature -- Dauthi Rogue Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Voidwalker B B Creature -- Dauthi Rogue Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Seas 1 U U Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Seas 1 U U Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Harbinger of the Seas 1 U U Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swan Song U Instant Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swan Song U Instant Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swan Song U Instant Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - hanshq - Grixis Reanimator (Modern Challenge 16)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each