

Abhorrent Oculus 2U 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 PLAYbotbox.dev	Abhorrent Oculus 2U 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 PLAYbotbox.dev	Abhorrent Oculus 2U 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 PLAYbotbox.dev	Abhorrent Oculus 2U 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 PLAYbotbox.dev
Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Get Lost 1 W 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.") 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guardian of New Benalia 1 W Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guardian of New Benalia 1 W Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guardian of New Benalia 1 W Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Helping Hand W Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Meticulous Archive Land -- Plains Island ({T}: Add {W} or {U}.) 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	Meticulous Archive Land -- Plains Island ({T}: Add {W} or {U}.) 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	Meticulous Archive Land -- Plains Island ({T}: Add {W} or {U}.) 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	Monument to Endurance 3 Artifact Whenever you discard a card, choose one that hasn't been chosen this turn -- * Draw a card. * Create a Treasure token. * Each opponent loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Whenever you discard a card, choose one that hasn't been chosen this turn --

- * Draw a card.
- * Create a Treasure token.
- * Each opponent loses 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

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Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters or dies,
choose one --

- * Draw a card, then discard a card.
- * Shuffle up to four target cards with mana value 3 or greater from your graveyard into your library.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Oracle of Tragedy<div><div>1</div><div>U</div></div></div><div>Creature -- Human Wizard</div><div>When this creature enters or dies, choose one --<br/>* Draw a card, then discard a card.<br/>* Shuffle up to four target cards with mana value 3 or greater from your graveyard into your library.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div><div>Overlord of the Floodpits<div><div>3</div><div>U</div><div>U</div></div></div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--<div>{1}{U}{U}</div> (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Flying<br/>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div><div>5/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overlord of the Floodpits<div><div>3</div><div>U</div><div>U</div></div></div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--<div>{1}{U}{U}</div> (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Flying<br/>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div><div>5/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overlord of the Floodpits<div><div>3</div><div>U</div><div>U</div></div></div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--<div>{1}{U}{U}</div> (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Flying<br/>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div><div>5/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Recommission</div><div><div>1</div><div>W</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Recommission</div><div><div>1</div><div>W</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Recommission</div><div><div>1</div><div>W</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Recommission</div><div><div>1</div><div>W</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Seachrome Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                     | <div><div>Seachrome Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                     | <div><div>Seachrome Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                     | <div><div>Seachrome Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                     |

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| <div><div>Sleight of Hand</div><div>①</div></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>Sleight of Hand</div><div>①</div></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>Sleight of Hand</div><div>①</div></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>Sleight of Hand</div><div>①</div></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>Soul Partition</div><div>①④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Stock Up</div><div>②①</div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Stock Up</div><div>②①</div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Stock Up</div><div>②①</div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Mycosynth Gardens</div><div>Land -- Sphere</div><div>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Mycosynth Gardens</div><div>Land -- Sphere</div><div>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Mycosynth Gardens</div><div>Land -- Sphere</div><div>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  |
| <div><div>Exorcise<div>1W</div></div><div>Sorcery</div><div>Exile target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Exorcise<div>1W</div></div><div>Sorcery</div><div>Exile target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div>Exorcise<div>1W</div></div><div>Sorcery</div><div>Exile target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div>Get Lost<div>1W</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Negate</b> (1)(U)</p> <p>Instant</p> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                    | <p><b>No More Lies</b> (W)(U)</p> <p>Instant</p> <p>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>           | <p><b>Soul-Guide Lantern</b> (1)</p> <p>Artifact</p> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Soul-Guide Lantern</b> (1)</p> <p>Artifact</p> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Soul Partition</b> (1)(W)</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Soul Partition</b> (1)(W)</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Temporary Lockdown</b> (1)(W)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                  | <p><b>Temporary Lockdown</b> (1)(W)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                  |

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| <div><div>Temporary Lockdown 1WW</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temporary Lockdown 1WW</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tishana's Tidebinder 2U</div><div>Creature -- Merfolk Wizard</div><div>Flash</div><div>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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