## 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


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**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Creature -- Eye

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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


## Breeding Pool

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Breeding Pool

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Breeding Pool

Land -- Forest Island

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

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## Daydream {W}

Sorcery

Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Daydream {W}

Sorcery

Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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

## Getaway Glamer {W}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step.
+ {2} -- Destroy target creature if no other creature has greater power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Getaway Glamer {W}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step.
+ {2} -- Destroy target creature if no other creature has greater power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghalta, Stampede Tyrant {5}{G}{G}{G}

Legendary Creature -- Elder Dinosaur

Trample
When Ghalta enters, put any number of creature cards from your hand onto the battlefield.

**12/12**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghalta, Stampede Tyrant {5}{G}{G}{G}

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**12/12**

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**Ghalta, Stampede Tyrant** {5}{G}{G}{G}

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Trample
When Ghalta enters, put any number of creature cards from your hand onto the battlefield.

**12/12**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Growing Dread** {G}{U}

Enchantment

Flash
When this enchantment enters, 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.)
Whenever you turn a permanent face up, put a +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

---

**Growing Dread** {G}{U}

Enchantment

Flash
When this enchantment enters, 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.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever you turn a permanent face up, put a +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

---

**Growing Dread** {G}{U}

Enchantment

Flash
When this enchantment enters, 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.)
Whenever you turn a permanent face up, put a +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Hallowed Fountain**

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

---

**Hallowed Fountain**

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Hauntwoods Shrieker** {1}{G}{G}

Creature -- Beast Mutant

Whenever this creature attacks, 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.)
{1}{G}: Reveal target face-down permanent. If it's a creature card, you may turn it face up.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Playtest cards - bzyhh - Standard (???3 / Standard Cup 3)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Whenever this creature attacks, 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.)
{1}{G}: Reveal target face-down permanent. If it's a creature card, you may turn it face up.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hauntwoods Shrieker {1}{G}{G}

Creature -- Beast Mutant

Whenever this creature attacks, 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.)
{1}{G}: Reveal target face-down permanent. If it's a creature card, you may turn it face up.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Hide on the Ceiling {X}{U}

Instant

Exile X target artifacts and/or creatures. Return the exiled cards to the battlefield under their owners' control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Hide on the Ceiling {X}{U}

Instant

Exile X target artifacts and/or creatures. Return the exiled cards to the battlefield under their owners' control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Hushwood Verge

Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Manifest Dread {1}{G}

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Manifest Dread {1}{G}

Sorcery

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.)

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Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Omniscience {7}{U}{U}{U}

Enchantment

You may cast spells from your hand without paying their mana costs.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Enchantment

You may cast spells from your hand without paying their mana costs.

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## Personify {1}{W}

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. Create a 1/1 colorless Shapeshifter creature token with changeling. (It's every creature type.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Personify {1}{W}

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. Create a 1/1 colorless Shapeshifter creature token with changeling. (It's every creature type.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Progenitus {W}{W}{U}{U}{B}{B}{R}{R}{G}{G}

Legendary Creature -- Hydra Avatar

Protection from everything
If Progenitus would be put into a graveyard from anywhere, reveal Progenitus and shuffle it into its owner's library instead.

**10/10**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Progenitus {W}{W}{U}{U}{B}{B}{R}{R}{G}{G}

Legendary Creature -- Hydra Avatar

Protection from everything
If Progenitus would be put into a graveyard from anywhere, reveal Progenitus and shuffle it into its owner's library instead.

**10/10**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Raph & Mikey, Troublemakers {5}{R/G}{R/G}

Legendary Creature -- Mutant Ninja Turtle

Trample, haste
Whenever Raph & Mikey attack, reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield tapped and attacking and the rest on the bottom of your library in a random order.

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Raph & Mikey, Troublemakers {5}{R/G}{R/G}

Legendary Creature -- Mutant Ninja Turtle

Trample, haste
Whenever Raph & Mikey attack, reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield tapped and attacking and the rest on the bottom of your library in a random order.

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Splash Portal {U}

Sorcery

Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - bzyhh - Standard (???3 / Standard Cup 3)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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## Summon: Bahamut 9

Enchantment Creature -- Saga Dragon

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II -- Destroy up to one target nonland permanent.
III -- Draw two cards.
IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent.
Flying

**9/9**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Flying

**9/9**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Temple Garden

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Temple Garden

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Twining Twins 2UU

Creature -- Faerie Wizard

Flying, vigilance, ward {1}

**4/4**

- - - ADVENTURE - - -

### Swift Spiral 1W

Instant -- Adventure

Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Twining Twins 2UU

Creature -- Faerie Wizard

Flying, vigilance, ward {1}

**4/4**

- - - ADVENTURE - - -

### Swift Spiral 1W

Instant -- Adventure

Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Valgavoth, Terror Eater 6BBB

Legendary Creature -- Elder Demon

Flying, lifelink
Ward--Sacrifice three nonland permanents.
If a card you didn't control would be put into an opponent's graveyard from anywhere, exile it instead.
During your turn, you may play cards exiled with Valgavoth. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

**9/9**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Valgavoth, Terror Eater 6BBB

Legendary Creature -- Elder Demon

Flying, lifelink
Ward--Sacrifice three nonland permanents.
If a card you didn't control would be put into an opponent's graveyard from anywhere, exile it instead.
During your turn, you may play cards exiled with Valgavoth. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

**9/9**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - bzyhh - Standard (???3 / Standard Cup 3)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Willowrush Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Willowrush Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Willowrush Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Winternight Stories {2}{U}

Sorcery

Draw three cards. Then discard two cards unless you discard a creature card.
Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Etrata, Deadly Fugitive {1}{U}{B}

Legendary Creature -- Vampire Assassin

Deathtouch
Face-down creatures you control have "{2}{U}{B}: Turn this creature face up. If you can't, exile it, then you may cast the exiled card without paying its mana cost."
Whenever an Assassin you control deals combat damage to an opponent, cloak the top card of that player's library.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Vampire Assassin

Deathtouch
Face-down creatures you control have "{2}{U}{B}: Turn this creature face up. If you can't, exile it, then you may cast the exiled card without paying its mana cost."
Whenever an Assassin you control deals combat damage to an opponent, cloak the top card of that player's library.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Not Dead After All {B}

Instant

Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Not Dead After All {B}

Instant

Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - bzyhh - Standard (???3 / Standard Cup 3)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Overgrown Tomb

Land -- Swamp Forest

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Overgrown Tomb

Land -- Swamp Forest

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Overgrown Tomb

Land -- Swamp Forest

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Splash Portal (U)

Sorcery

Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Too Evil to Stay Dead (2)(B)

Sorcery

Teamwork 4 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Too Evil to Stay Dead (2)(B)

Sorcery

Teamwork 4 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)
Choose target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Undying Malice (B)

Instant

Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Watery Grave

Land -- Island Swamp

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land -- Island Swamp

({T}: Add {U} or {B}.)
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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