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| <p><b>Abhorrent Oculus</b> (2)(U)</p> <p>Creature -- Eye</p> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>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.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Abhorrent Oculus</b> (2)(U)</p> <p>Creature -- Eye</p> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>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.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Abhorrent Oculus</b> (2)(U)</p> <p>Creature -- Eye</p> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>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.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Abhorrent Oculus</b> (2)(U)</p> <p>Creature -- Eye</p> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>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.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Cling to Dust</b> (B)</p> <p>Instant</p> <p>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.</p> <p>Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                      | <p><b>Consider</b> (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                 | <p><b>Consider</b> (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                 | <p><b>Consider</b> (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                 |

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| <div><div>Counterspell</div><div><div>U</div><div>U</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Counterspell</div><div><div>U</div><div>U</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Counterspell</div><div><div>U</div><div>U</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Counterspell</div><div><div>U</div><div>U</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  |
| <div><div>Fatal Push</div><div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Otawara, Soaring City</div></div><div>Legendary Land</div><div>{T}: Add {U}.<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             |

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| <div><div>Psychic Frog</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Psychic Frog</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Psychic Frog</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Psychic Frog</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |
| <div><div>Scalding Tarn</div><div>Land</div></div> <div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div>Scalding Tarn</div><div>Land</div></div> <div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div>Shoot the Sheriff</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Sink into Stupor</div><div><div>1</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Sink into Stupor</div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Stern Scolding</div><div>Instant</div><div>Counter target creature spell with power or toughness 2 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Stern Scolding</div><div>Instant</div><div>Counter target creature spell with power or toughness 2 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                 | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Thought Scour</div><div>Instant</div><div>Target player mills two cards. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thought Scour</div><div>Instant</div><div>Target player mills two cards. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       |

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| <div>Thought Scour</div> <div>Instant</div> <div>Target player mills two cards.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                | <div>Thought Scour</div> <div>Instant</div> <div>Target player mills two cards.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                | <div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.)<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>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.)<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>Unearth</div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unearth</div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unearth</div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            | <div>Unearth</div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            |

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| <div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         |
| <div><div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① ② ③

All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.

3/3

② ③

Ward--Discard a card.  
Whenever this creature enters or attacks,  
exile up to one target card from a graveyard.  
If a creature card was exiled this way, each  
opponent loses 1 life and you gain 1 life.  
Daybound (If a player casts no spells during  
their own turn, it becomes night next turn.)

3/3

- - - BACK FACE - - -

Creature -- Werewolf

Ward--Discard a card.  
Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.  
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

4/4

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① U U

Nonbasic lands are Islands.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Nonbasic lands are Islands.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Nonbasic lands are Islands.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BP

([B/P] can be paid with either {B} or 2 life.)  
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BP

([B/P] can be paid with either {B} or 2 life.)  
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

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X B B

When The Meathook Massacre enters, each creature gets -X/-X until end of turn.  
Whenever a creature you control dies, each opponent loses 1 life.  
Whenever a creature an opponent controls dies, you gain 1 life.

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| <div> <div> <b>Toxic Deluge</b> <div> <div>2</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, pay X life.</p> <p>All creatures get -X/-X until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <b>Undercity Informer</b> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Human Rogue</div> <div> <p>{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <b>Undercity Informer</b> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Human Rogue</div> <div> <p>{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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