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| <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>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.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>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.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>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.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>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.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                          | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                          | <div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                       | <div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                       |

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| <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev           | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev           | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Glacial Dragonhunt</b> (U)(R)<br>Sorcery<br>Draw a card, then you may discard a card. When you discard a nonland card this way, Glacial Dragonhunt deals 3 damage to target creature. Harmonize {4}{U}{R} (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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Glacial Dragonhunt</b> (U)(R)<br>Sorcery<br>Draw a card, then you may discard a card. When you discard a nonland card this way, Glacial Dragonhunt deals 3 damage to target creature. Harmonize {4}{U}{R} (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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Helping Hand</b> (W)<br>Sorcery<br>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                          | <b>Helping Hand</b> (W)<br>Sorcery<br>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                          |

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| <div> <div>Helping Hand</div> <div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Helping Hand</div> <div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Inspiring Vantage</div> <div> <div></div> </div> </div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                | <div> <div>Inspiring Vantage</div> <div> <div></div> </div> </div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                  |
| <div> <div>Inspiring Vantage</div> <div> <div></div> </div> </div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       | <div> <div>Inspiring Vantage</div> <div> <div></div> </div> </div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       | <div> <div>Into the Flood Maw</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Marauding Mako</div> <div> <div>R</div> </div> </div> <div>Creature -- Shark Pirate</div> <div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

®

Whenever you discard one or more cards, put that many +1/+1 counters on this creature.  
Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

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®

Whenever you discard one or more cards, put that many +1/+1 counters on this creature.  
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1/1

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®

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Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

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## Basic Land -- Mountain

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

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① ② U

When Prof's Eidetic Memory enters, draw a card.  
You have no maximum hand size.  
At the beginning of combat on your turn, if you've drawn more than one card this turn, put  $X +1/+1$  counters on target creature you control, where  $X$  is the number of cards you've drawn this turn minus one.

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① ②

When Proft's Eidetic Memory enters, draw a card.  
You have no maximum hand size.  
At the beginning of combat on your turn, if you've drawn more than one card this turn, put  $X +1/+1$  counters on target creature you control, where  $X$  is the number of cards you've drawn this turn minus one.

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①②

When Proft's Eidetic Memory enters, draw a card.  
You have no maximum hand size.  
At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.

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## ①②

When Prort's Eidetic Memory enters, draw a card.  
You have no maximum hand size.  
At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Recommission</div> <div>1W</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>Recommission</div> <div>1W</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>Seachrome Coast</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>Seachrome Coast</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>Seachrome Coast</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>Seachrome Coast</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>Sheltered by Ghosts</div> <div>1W</div> <div>Enchantment -- Aura</div> <div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shivan Reef</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       |

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| <div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     |
| <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                     | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<div>{T}: Add {U} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<div>{T}: Add {U} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<div>{T}: Add {U} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Land

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Creature -- Weird Detective

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Legendary Creature -- Orc Wizard

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Orc Wizard

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## Land -- Island Mountain

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sheltered by Ghosts</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment -- Aura</div> <div>           Enchant creature you control<br/>           When this Aura enters, exile target<br/>           nonland permanent an opponent<br/>           controls until this Aura leaves the<br/>           battlefield.<br/>           Enchanted creature gets +1/+0 and<br/>           has lifelink and ward {2}.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sheltered by Ghosts</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment -- Aura</div> <div>           Enchant creature you control<br/>           When this Aura enters, exile target<br/>           nonland permanent an opponent<br/>           controls until this Aura leaves the<br/>           battlefield.<br/>           Enchanted creature gets +1/+0 and<br/>           has lifelink and ward {2}.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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