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| <div> <div>Abhorrent Oculus</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Eye</div> <div> <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> </div> <div> <div>5/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Abhorrent Oculus</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Eye</div> <div> <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> </div> <div> <div>5/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Abhorrent Oculus</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Eye</div> <div> <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> </div> <div> <div>5/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Abhorrent Oculus</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Eye</div> <div> <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> </div> <div> <div>5/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Birthing Ritual</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                | <div> <div>Birthing Ritual</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                | <div> <div>Birthing Ritual</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                | <div> <div>Birthing Ritual</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                |

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| <div> <b>Boseiju, Who Endures</b> </div> <div>       Legendary Land     </div> <div>       {T}: Add {G}.<br/>       Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.     </div> <div> <div>3/1</div> <div>----- ADVENTURE -----</div> <div> <b>Petty Theft</b> </div> <div>       Instant -- Adventure     </div> <div>       Return target nonland permanent an opponent controls to its owner's hand.     </div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     </div> | <div> <b>Brazen Borrower</b> </div> <div>       Creature -- Faerie Rogue     </div> <div>       Flash<br/>       Flying<br/>       This creature can block only creatures with flying.     </div> <div> <div>3/1</div> <div>----- ADVENTURE -----</div> <div> <b>Petty Theft</b> </div> <div>       Instant -- Adventure     </div> <div>       Return target nonland permanent an opponent controls to its owner's hand.     </div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     </div> | <div> <b>Breeding Pool</b> </div> <div>       Land -- Forest Island     </div> <div>       ({T}: Add {G} or {U}.)<br/>       As this land enters, you may pay 2 life. If you don't, it enters tapped.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     </div>                                                                                    | <div> <b>Breeding Pool</b> </div> <div>       Land -- Forest Island     </div> <div>       ({T}: Add {G} or {U}.)<br/>       As this land enters, you may pay 2 life. If you don't, it enters tapped.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     </div>                                                                                    |
| <div> <b>Coiling Oracle</b> </div> <div>       Creature -- Snake Elf Druid     </div> <div>       When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.     </div> <div> <div>1/1</div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     </div>                                                                                                                                                                                                                                                                                                                                                                                                  | <div> <b>Coiling Oracle</b> </div> <div>       Creature -- Snake Elf Druid     </div> <div>       When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.     </div> <div> <div>1/1</div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     </div>                                                                                                                                         | <div> <b>Coiling Oracle</b> </div> <div>       Creature -- Snake Elf Druid     </div> <div>       When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.     </div> <div> <div>1/1</div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     </div> | <div> <b>Coiling Oracle</b> </div> <div>       Creature -- Snake Elf Druid     </div> <div>       When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.     </div> <div> <div>1/1</div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     </div> |

① BP BP

{B/P} can be paid with either {B} or 2 life.)  
Target creature gets -5/-5 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target creature gets -5/-5 until end of turn.

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1 G G

Flash  
Reach  
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.  
Evoke--Exile a green card from your hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Flash  
Reach  
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.  
Evoke--Exile a green card from your hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Flash  
Reach  
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.

3/4

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①②

When Fblthp enters, draw a card. If it entered from your library or was cast from your library, draw two cards instead.

When Fblthp becomes the target of a spell, shuffle Fblthp into its owner's library.

1/1

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① ② ③

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.  
Counter target spell.

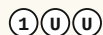
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①UU

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flare of Denial

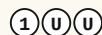


Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flare of Denial



Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flooded Strand

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

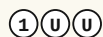
## Flooded Strand

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Negation

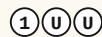


Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harbinger of the Seas ①②③



Creature -- Merfolk Wizard

Nonbasic lands are Islands.

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## Hedge Maze

Land -- Forest Island

({T}: Add {G} 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 PLAY botbox.dev

## Hedge Maze

Land -- Forest Island

([T]: Add [G] 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 PLAY botbox.dev

**G U**

Flash  
Flying  
When this creature enters, draw a card.  
This creature has deathtouch as long as you control at least three other snow permanents.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G U**

Flash  
Flying  
When this creature enters, draw a card.  
This creature has deathtouch as long as you control at least three other snow permanents.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> <b>Neoform</b> <div> <div>6</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.</p> </div> <div> <div>1/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>         | <div> <div> <b>Ouroboroid</b> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Plant Wurm</div> <div> <p>At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.</p> </div> <div> <div>1/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                   | <div> <div> <b>Quantum Riddler</b> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Sphinx</div> <div> <p>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</p> </div> <div> <div>4/6</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                         | <div> <div> <b>Shardless Agent</b> <div> <div>1</div> <div>6</div> <div>U</div> </div> </div> <div> <div>Artifact Creature -- Human Rogue</div> <div> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                        |
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Playtest cards - Brandt, Magnus - Modern (Nordic Masters: Modern)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div>Subtlety</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Subtlety</b> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoked--Exile a blue card from your hand.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Subtlety</b> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoked--Exile a blue card from your hand.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Windswept Heath</b> </div> <div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                  | <div> <b>Windswept Heath</b> </div> <div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                  |
| <div> <b>Collector Ouphe</b> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                     | <div> <b>Consign to Memory</b> <div> <div>U</div> </div> </div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                 | <div> <b>Consign to Memory</b> <div> <div>U</div> </div> </div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Consign to Memory</b> <div> <div>U</div> </div> </div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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.

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① ② ③

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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① U U

Nonbasic lands are Islands.

2/2

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## ① ② U

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Return all artifacts target player
owns to their hand.
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②③

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

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②③

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

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U

Counter target creature spell with power or toughness 2 or less.

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U

Counter target creature spell with power or toughness 2 or less.

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Counter target creature spell with power or toughness 2 or less.

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