

Archive Trap 3UUU Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archive Trap 3UUU Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archive Trap 3UUU Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archive Trap 3UUU Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cephalid Coliseum Land {T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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 PLAYbotbox.dev	Fractured Sanity Sorcery Each opponent mills fourteen cards. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, each opponent mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fractured Sanity Sorcery Each opponent mills fourteen cards. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, each opponent mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fractured Sanity Sorcery Each opponent mills fourteen cards. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, each opponent mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fractured Sanity UUU Sorcery Each opponent mills fourteen cards. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, each opponent mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Hedron Crab U Creature -- Crab Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Crab U Creature -- Crab Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mikokoro, Center of the Sea Legendary Land {T}: Add {C}. {2}, {T}: Each player draws a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oboro, Palace in the Clouds Legendary Land {T}: Add {U}. {1}: Return Oboro to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Otawara, Soaring City Legendary Land {T}: Add {U}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to ExileW Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruin Crab Creature -- Crab Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruin Crab Creature -- Crab Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ruin Crab U Creature -- Crab Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruin Crab U Creature -- Crab Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shelldock Isle Land Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) This land enters tapped. {T}: Add {U}. {U}, {T}: You may play the exiled card without paying its mana cost if a library has twenty or fewer cards in it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Verdict 1W W U Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Surgical Extraction BP Instant ({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 PLAYbotbox.dev	Surgical Extraction BP Instant ({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 PLAYbotbox.dev	Surgical Extraction BP Instant ({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 PLAYbotbox.dev	Surgical Extraction BP Instant ({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 PLAYbotbox.dev

Thought Scour (U) Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundertrap Trainer (1)(U) Creature -- Otter Wizard Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundertrap Trainer (1)(U) Creature -- Otter Wizard Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundertrap Trainer (1)(U) Creature -- Otter Wizard Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thundertrap Trainer (1)(U) Creature -- Otter Wizard Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trapmaker's Snare (1)(U) Instant Search your library for a Trap card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trapmaker's Snare (1)(U) Instant Search your library for a Trap card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Visions of Beyond (U) Instant Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Celestial Purge Instant Exile target black or red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Celestial Purge Instant Exile target black or red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dovin's Veto Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dovin's Veto Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Echoing Truth ①② Instant Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Explosives ⓧ Artifact Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ensnaring Bridge ③ Artifact Creatures with power greater than the number of cards in your hand can't attack. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ensnaring Bridge ③ Artifact Creatures with power greater than the number of cards in your hand can't attack. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ghost Quarter Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Quarter Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravenous Trap ②ⒷⒷ Instant -- Trap If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost. Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern ① Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern 1 Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies XWW Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies XWW Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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