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| <div>Archive Trap</div> <div>3UUU</div> <div>Instant -- Trap</div> <div>If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Target opponent mills thirteen cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Archive Trap</div> <div>3UUU</div> <div>Instant -- Trap</div> <div>If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Target opponent mills thirteen cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Archive Trap</div> <div>3UUU</div> <div>Instant -- Trap</div> <div>If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Target opponent mills thirteen cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Archive Trap</div> <div>3UUU</div> <div>Instant -- Trap</div> <div>If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Target opponent mills thirteen cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  |
| <div>Darkslick Shores</div> <div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div>Drown in the Loch</div> <div>UB</div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Drown in the Loch</div> <div>UB</div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Drown in the Loch</div> <div>UB</div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Drown in the Loch



Instant

Choose one --

\* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.

\* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.

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## Fatal Push



Instant

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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## Fatal Push



Instant

Destroy target creature if it has mana value 2 or less.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy target creature if it has mana value 2 or less.  
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

## Field of Ruin

Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Field of Ruin

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{T}: Add {C}.  
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land card, puts it onto the  
battlefield, then shuffles.

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Field of Ruin</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Flooded Strand</div><div>Land</div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div>Flooded Strand</div><div>Land</div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div>Flooded Strand</div><div>Land</div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           |
| <div><div>Fractured Sanity</div><div>Sorcery</div><div><div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div>Fractured Sanity</div><div>Sorcery</div><div><div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Fractured Sanity</div><div>Sorcery</div><div><div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Fractured Sanity</div><div>Sorcery</div><div><div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Glimpse the Unthinkable</div><div>U</div><div>B</div></div><div>Sorcery</div><div>Target player mills ten cards.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                   | <div><div><div>Glimpse the Unthinkable</div><div>U</div><div>B</div></div><div>Sorcery</div><div>Target player mills ten cards.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                   | <div><div><div>Hedron Crab</div><div>U</div></div><div>Creature -- Crab</div><div>Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)</div><div><div>0/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hedron Crab</div><div>U</div></div><div>Creature -- Crab</div><div>Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)</div><div><div>0/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Hedron Crab</div><div>U</div></div><div>Creature -- Crab</div><div>Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)</div><div><div>0/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hedron Crab</div><div>U</div></div><div>Creature -- Crab</div><div>Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)</div><div><div>0/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                             | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                             |

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div>Jace, the Perfected Mind 2UUP</div> <div>Legendary Planeswalker -- Jace</div> <div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Otawara, Soaring City</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>Otawara, Soaring City</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>Polluted Delta</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>Polluted Delta</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>Polluted Delta</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>                                                                                                             |

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| <div> <div>Polluted Delta</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>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                           | <div> <div>Ruin Crab</div> <div>Creature -- Crab</div> <div>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.)</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                      | <div> <div>Ruin Crab</div> <div>Creature -- Crab</div> <div>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.)</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                              | <div> <div>Ruin Crab</div> <div>Creature -- Crab</div> <div>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.)</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                              |
| <div> <div>Ruin Crab</div> <div>Creature -- Crab</div> <div>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.)</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Shelldock Isle</div> <div>Land</div> <div>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.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div>Instant</div> <div>{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.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div>Instant</div> <div>{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.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

U

Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.

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| <div><div>Visions of Beyond</div><div>Instant</div><div>Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Visions of Beyond</div><div>Instant</div><div>Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>([T]): Add [U] or [B].)As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>([T]): Add [U] or [B].)As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Ceremonious Rejection</div><div>Instant</div><div>Counter target colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Ceremonious Rejection</div><div>Instant</div><div>Counter target colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  |

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| <div><div>Ensnaring Bridge</div><div>Artifact</div><div>Creatures with power greater than the number of cards in your hand can't attack.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Ensnaring Bridge</div><div>Artifact</div><div>Creatures with power greater than the number of cards in your hand can't attack.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Ensnaring Bridge</div><div>Artifact</div><div>Creatures with power greater than the number of cards in your hand can't attack.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                        | <div><div>Extirpate</div><div>Instant</div><div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for all cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Force of Negation</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Negation</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jace, the Perfected Mind</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Until your next turn, up to one target creature gets -3/-0. [-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card. [-X]: Target player mills three times X cards.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                |

## Leyline of the Void 2BB

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

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## Leyline of the Void 2BB

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

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## Leyline of the Void 2BB

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

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