

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
Drown in the Loch UB 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in the Loch UB 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in the Loch UB 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in the Loch UB 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fatal Push B 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B 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. 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	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	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	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

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Glimpse the Unthinkable UB Sorcery Target player mills ten cards. 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	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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Jace, the Perfected Mind 2 U UP Legendary Planeswalker -- Jace 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oboro, Palace in the Clouds Legendary Land {T}: Add {U}. {1}: Return Oboro to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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.

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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

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0/3

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Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. 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	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
Surgical Extraction 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 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 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 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

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tasha's Hideous Laughter 1UU Sorcery 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	Tasha's Hideous Laughter 1UU Sorcery 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	Tasha's Hideous Laughter 1UU Sorcery 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
Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}. 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	Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}. 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	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	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

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	Watery Grave Land -- Island Swamp ([T]): Add [U] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ([T]): Add [U] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ([T]): Add [U] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Consign to Memory U Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consign to Memory U Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consign to Memory U Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Incursion 2B Instant Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crypt Incursion

Instant

Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ensnaring Bridge

Artifact

Creatures with power greater than the number of cards in your hand can't attack.

[sideboard]

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Ensnaring Bridge

Artifact

Creatures with power greater than the number of cards in your hand can't attack.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extirpate

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void (2)(B)(B)

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.

[sidebar]

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[sidebar]

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Tasha's Hideous Laughter 1UU Sorcery Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toxic Deluge 2B Sorcery As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toxic Deluge 2B Sorcery As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	