Chrome Host Seedshark (2)(U)

Creature -- Phyrexian Shark

Flying
Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)

2/4

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Clearwater Pathway

Card

- - - OTHER FACE - - -

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Card

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cling to Dust (B)

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.
Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consider (U)

Instant

Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Consult the Star Charts {1}{U}

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkslick Shores

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

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Deadly Cover-Up {3}{B}{B}

Sorcery

As an additional cost to cast this spell, you may collect evidence 6.
Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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Dig Through Time {6}{U}{U}

Instant

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Divide by Zero {2}{U}

Instant

Return target spell or permanent with mana value 1 or greater to its owner's hand.
Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in the Loch {U}{B}

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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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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.

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Geier Reach Sanitarium

Legendary Land

{T}: Add {C}.
{2}, {T}: Each player draws a card, then discards a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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Island

Basic Land -- Island

({T}: Add {U}.)

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Narset, Parter of Veils (1)(U)(U)

Legendary Planeswalker -- Narset

Each opponent can't draw more than one card each turn.
[-2]: 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.

L 5

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred's Edict (1)(B)

Instant

Choose one --
* Each opponent sacrifices a nontoken creature of their choice.
* Each opponent sacrifices a creature token of their choice.
* Each opponent sacrifices a planeswalker of their choice.

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Shipwreck Marsh

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {U} or {B}.

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Sorin the Mirthless (2)(B)(B)

Legendary Planeswalker -- Sorin

[+1]: Look at the top card of your library. You may reveal that card and put it into your hand. If you do, you lose life equal to its mana value.
[-2]: Create a 2/3 black Vampire creature token with flying and lifelink.
[-7]: Sorin deals 13 damage to any target. You gain 13 life.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {B}.)

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Theorix Charm (U)(B)

Instant

Choose one --
* Counter target noncreature spell unless its controller pays {2}.
* Target creature gets -2/-2 until end of turn.
* Mill three cards, then draw a card. (To mill three cards, put the top three cards of your library into your graveyard.)

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The Theorist, Jace Beleren {2}{U}{U}

Legendary Planeswalker -- Jace

At the beginning of each opponent's draw step, you draw a card.
[+1]: Create a 1/1 blue Illusion creature token.
[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.
[-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

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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

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When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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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.

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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

Aether Gust {1}{U}

Instant

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day's Undoing {2}{U}

Sorcery

Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decorum Dissertation {3}{B}{B}

Sorcery -- Lesson

Target player draws two cards and loses 2 life.
Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extinction Event {3}{B}

Sorcery

Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)

[sideboard]

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Go Blank {2}{B}

Sorcery

Target player discards two cards. Then exile that player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go Blank {2}{B}

Sorcery

Target player discards two cards. Then exile that player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Dispute {2}{U}

Instant

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

[sideboard]

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Counter target spell unless its controller pays {3}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Notion Thief {2}{U}{B}

Creature -- Human Rogue

Flash
If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ozai's Cruelty {2}{B}

Sorcery -- Lesson

Ozai's Cruelty deals 2 damage to target player. That player discards two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruinous Waterbending {1}{B}{B}

Sorcery -- Lesson

As an additional cost to cast this spell, you may waterbend {4}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)
All creatures get -2/-2 until end of turn. If this spell's additional cost was paid, whenever a creature dies this turn, you gain 1 life.

[sideboard]

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Spell Snare {U}

Instant

Counter target spell with mana value 2.

[sideboard]

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Spell Snare {U}

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Meathook Massacre {X}{B}{B}

Legendary Enchantment

When The Meathook Massacre enters, each creature gets -X/-X until end of turn.
Whenever a creature you control dies, each opponent loses 1 life.
Whenever a creature an opponent controls dies, you gain 1 life.

[sideboard]

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