

Archenemy's Charm B B B Instant Choose one -- * Exile target creature or planeswalker. * Return one or two target creature and/or planeswalker cards from your graveyard to your hand. * Put two +1/+1 counters on target creature you control. It gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archenemy's Charm B B B Instant Choose one -- * Exile target creature or planeswalker. * Return one or two target creature and/or planeswalker cards from your graveyard to your hand. * Put two +1/+1 counters on target creature you control. It gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archenemy's Charm B B B Instant Choose one -- * Exile target creature or planeswalker. * Return one or two target creature and/or planeswalker cards from your graveyard to your hand. * Put two +1/+1 counters on target creature you control. It gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bitter Triumph 1 B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Land

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Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elemental Incarnation

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.

When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

Evoked {U/B}{U/B}

5/5

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Doomsday Excruciator B B B B B B Creature -- Demon Flying When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down. At the beginning of your upkeep, draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomsday Excruciator B B B B B B Creature -- Demon Flying When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down. At the beginning of your upkeep, draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomsday Excruciator B B B B B B Creature -- Demon Flying When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down. At the beginning of your upkeep, draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Requiting Hex 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requiting Hex 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requiting Hex 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requiting Hex 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Restless Reef Land This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Reef Land This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Reef Land This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Reef Land This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Superior Spider-Man (2)(U)(B)

Legendary Creature -- Spider Human Hero

Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.

4/4

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Swamp

Basic Land -- Swamp

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

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Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

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Emeritus of Ideation Creature -- Human Wizard Flying, ward {2} This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared. [sideboard] 5/5 ----- OTHER FACE ----- Ancestral Recall Instant Target player draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashfreeze Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashfreeze Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harvester of Misery (3)(B)(B) Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harvester of Misery (3)(B)(B) Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	M.O.D.O.K. (3)(B)(B) Legendary Artifact Creature -- Villain Flying, lifelink Mental Organism -- Pay 3 life: M.O.D.O.K. connives. Activate only during your turn. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) Designed Only for Killing -- Creatures your opponents control get -1/-1. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Oildeep Gearhulk (U)(U)(B)(B) Artifact Creature -- Construct Lifelink, ward {1} When this creature enters, look at target player's hand. You may choose a card from it. If you do, that player discards that card, then draws a card. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oildeep Gearhulk (U)(U)(B)(B) Artifact Creature -- Construct Lifelink, ward {1} When this creature enters, look at target player's hand. You may choose a card from it. If you do, that player discards that card, then draws a card. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Qarsi Revenant (1)(B)(B) Creature -- Vampire Flying, deathtouch, lifelink Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Qarsi Revenant (1)(B)(B) Creature -- Vampire Flying, deathtouch, lifelink Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. 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. Warp {1}{U} [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. 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. Warp {1}{U} [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wan Shi Tong, Librarian (X)(U)(U) Legendary Creature -- Bird Spirit Flash Flying, vigilance When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down. Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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