

<div><div>Archive Trap</div><div><div>3</div><div>U</div><div>U</div></div></div> <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. Target opponent mills thirteen cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Archive Trap</div><div><div>3</div><div>U</div><div>U</div></div></div> <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. Target opponent mills thirteen cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Archive Trap</div><div><div>3</div><div>U</div><div>U</div></div></div> <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. Target opponent mills thirteen cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Archive Trap</div><div><div>3</div><div>U</div><div>U</div></div></div> <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. Target opponent mills thirteen cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Cephalid Coliseum</div></div> <div><div>Land</div><div>{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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Crypt Incursion</div><div><div>2</div><div>B</div></div></div> <div><div>Instant</div><div>Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Drown in the Loch</div><div><div>U</div><div>B</div></div></div> <div><div>Instant</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Drown in the Loch</div><div><div>U</div><div>B</div></div></div> <div><div>Instant</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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Land

{T}: Add {C}.
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Destroy target nonbasic land an
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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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 PLAY botbox.dev

<div><div><div><div><div><div></div><div>Hedron Crab</div><div><div>U</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Hedron Crab</div><div><div>U</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Island</div><div></div></div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Island</div><div></div></div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>
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<div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Oboro, Palace in the Clouds</div><div>Legendary Land</div><div>{T}: Add {U}. {1}: Return Oboro to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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>	<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>	<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>

<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>
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Playtest cards - Soseloso - Modern (Modern League)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Surgical ExtractionBP</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tasha's Hideous Laughter1UU</div><div>Sorcery</div><div>Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tasha's Hideous Laughter1UU</div><div>Sorcery</div><div>Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div>Visions of Beyond</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Visions of Beyond</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Watery Grave</div> </div> <div> <div>Land -- Island Swamp</div> <div> <p>([T]): Add [U] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Watery Grave</div> </div> <div> <div>Land -- Island Swamp</div> <div> <p>([T]): Add [U] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Ashiok, Dream Render</div> <div> <div>1</div> <div>U/B</div> <div>U/B</div> </div> </div> <div> <div>Legendary Planeswalker -- Ashiok</div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Ashiok, Dream Render</div> <div> <div>1</div> <div>U/B</div> <div>U/B</div> </div> </div> <div> <div>Legendary Planeswalker -- Ashiok</div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Consign to Memory</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Consign to Memory</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div>Crypt Incursion</div><div><div>2</div><div>B</div></div></div> <div>Instant</div> <div>Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ensnaring Bridge</div><div><div>3</div></div></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>Ensnaring Bridge</div><div><div>3</div></div></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>Ensnaring Bridge</div><div><div>3</div></div></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>Extirpate</div><div><div>B</div></div></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>Extirpate</div><div><div>B</div></div></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>Extirpate</div><div><div>B</div></div></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>Hurkyl's Recall</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Return all artifacts target player owns to their hand.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Toxic Deluge</div><div>Sorcery</div><div>As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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