

<div>Archive Trap</div> <div>3UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Archive Trap</div> <div>3UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Archive Trap</div> <div>3UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Archive Trap</div> <div>3UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Cephalid Coliseum</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Drown in the Loch</div> <div>UB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Drown in the Loch</div> <div>UB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Drown in the Loch</div> <div>UB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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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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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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U U U

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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Sorcery

Each opponent mills fourteen cards.
Cycling {1}{U} ({1}{U}, Discard this
card: Draw a card.)
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Sorcery

Target player mills ten cards.

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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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<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Jace, the Perfected Mind</div><div><div>2</div><div>U</div><div>UP</div></div></div> <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><div>L5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>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>

<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><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sink into Stupor</div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div></div><div>----- BACK FACE -----</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div></div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<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>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>
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U

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

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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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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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U

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.

[sidebar]

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U

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]

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U

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.

[sidebar]

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2 B

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

[sidebar]

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<div><div><div>Crypt Incursion</div><div>2B</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><div><div>Crypt Incursion</div><div>2B</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><div><div>Extirpate</div><div>B</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><div><div>Extirpate</div><div>B</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>
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2 B

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

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