

<div><div>Cling to Dust</div><div><div>B</div></div></div> <div><div>Instant</div><div>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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Cling to Dust</div><div><div>B</div></div></div> <div><div>Instant</div><div>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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Deadly Cover-Up</div><div><div>3</div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Deadly Cover-Up</div><div><div>3</div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div><div>Deduce</div><div>1U</div></div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Extinction Event</div><div>3B</div></div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fatal Push</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fatal Push</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Field of Ruin</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Field of Ruin</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hall of Storm Giants</div><div>Land</div><div><p>If you control two or more other lands, this land enters tapped.</p><p>{T}: Add {U}.</p><p>{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div><p>({T}: Add {U}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.

L 5

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1 U U

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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① U U

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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① ②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

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{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.

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Spree (Choose one or more additional
costs.)
+ {3} -- Create a 2/2 white Spirit
creature token with flying.
+ {1} -- Counter target spell unless
its controller pays {2}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Spree (Choose one or more additional costs.)

- + {3} -- Create a 2/2 white Spirit creature token with flying.
- + {1} -- Counter target spell unless its controller pays {2}.

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<div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shark Typhoon5U</div><div>Enchantment</div><div><p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.</p><p>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)</p><p>When you cycle this card, create an X/X blue Shark creature token with flying.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Shark Typhoon5U</div><div>Enchantment</div><div><p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.</p><p>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)</p><p>When you cycle this card, create an X/X blue Shark creature token with flying.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shark Typhoon5U</div><div>Enchantment</div><div><p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.</p><p>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)</p><p>When you cycle this card, create an X/X blue Shark creature token with flying.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sheoldred's Edict1B</div><div>Instant</div><div><p>Choose one --</p><ul style="list-style-type: none">* 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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sheoldred's Edict1B</div><div>Instant</div><div><p>Choose one --</p><ul style="list-style-type: none">* 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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Sheoldred's Edict</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Shipwreck Marsh</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Shipwreck Marsh</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Shipwreck Marsh</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Shipwreck Marsh</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sunken Citadel</div><div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sunken Citadel</div><div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Three Steps Ahead</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Three Steps Ahead</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Blot Out<div>2B</div></div> <div>Instant</div> <div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blot Out<div>2B</div></div> <div>Instant</div> <div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Chrome Host Seedshark<div>2U</div></div> <div>Creature -- Phyrexian Shark</div> <div>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.)</div> <div>[sideboard]</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Chrome Host Seedshark<div>2U</div></div> <div>Creature -- Phyrexian Shark</div> <div>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.)</div> <div>[sideboard]</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Extinction Event (3)(B) <hr/> Sorcery <hr/> Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go Blank (2)(B) <hr/> Sorcery <hr/> Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kalitas, Traitor of Ghet (2)(B)(B) <hr/> Legendary Creature -- Vampire Warrior <hr/> Lifelink If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token. {2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas. [sideboard] <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kalitas, Traitor of Ghet (2)(B)(B) <hr/> Legendary Creature -- Vampire Warrior <hr/> Lifelink If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token. {2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas. [sideboard] <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystical Dispute (2)(U) <hr/> Instant <hr/> This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute (2)(U) <hr/> Instant <hr/> This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute (2)(U) <hr/> Instant <hr/> This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path of Peril (1)(B)(B) <hr/> Sorcery <hr/> Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Path of Peril <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)</p> <p>Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Path of Peril <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)</p> <p>Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Thoughtseize <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	
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