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| <div>Archive Trap</div> <div>3UUU</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.<br/>Target opponent mills thirteen cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                         | <div>Archive Trap</div> <div>3UUU</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.<br/>Target opponent mills thirteen cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Archive Trap</div> <div>3UUU</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.<br/>Target opponent mills thirteen cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Archive Trap</div> <div>3UUU</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.<br/>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.<br/>Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards.<br/>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 --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* 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 --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* 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 --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* 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> |

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| <div><div><div>Drown in the Loch</div><div><div>U</div><div>B</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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.<br/>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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.<br/>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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.<br/>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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.<br/>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                        | <div><div><div>Field of Ruin</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                  | <div><div><div>Field of Ruin</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                  | <div><div><div>Field of Ruin</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                  |

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fractured Sanity      (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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fractured Sanity 

## Sorcery

Each opponent mills fourteen cards.  
Cycling {1}{U} ({1}{U}, Discard this  
card: Draw a card.)  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fractured Sanity 

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fractured Sanity 

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glimpse the Unthinkable

## Sorcery

Target player mills ten cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glimpse the Unthinkable

## Sorcery

Target player mills ten cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glimpse the Unthinkable UB

Sorcery

Target player mills ten cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Glimpse the Unthinkable</div><div>U B</div></div><div>Sorcery</div><div>Target player mills ten cards.</div><div>0/2</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>0/2</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>0/2</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>0/2</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>0/2</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>0/2</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>0/2</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>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    |

## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oboro, Palace in the Clouds

Legendary Land

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{T}: Add {U}.
{1}: Return Oboro to its owner's
hand.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Otawara, Soaring City

## Legendary Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Creature -- Crab

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0/3

U

Creature -- Crab

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0/3

U

Creature -- Crab

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0/3

U

Creature -- Crab

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0/3

## Land

Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.)

This land enters tapped.

{T}: Add {U}.

{U}, {T}: You may play the exiled card without paying its mana cost if a library has twenty or fewer cards in it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BP

Instant

([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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BP

Instant

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Surgical Extraction</div><div>BP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>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><div>Surgical Extraction</div><div>BP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>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><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   | <div><div><div>Tasha's Hideous Laughter</div><div>1UU</div></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><div>Tasha's Hideous Laughter</div><div>1UU</div></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><div>Tasha's Hideous Laughter</div><div>1UU</div></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><div>Undercity Sewers</div></div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Visions of Beyond</div><div>U</div></div><div>Instant</div><div>Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |

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| <div><div>Visions of Beyond</div><div>Instant</div><div>Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              | <div><div>Visions of Beyond</div><div>Instant</div><div>Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              | <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>                    | <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>                    |
| <div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Crypt Incursion</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>Crypt Incursion</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> |

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| <div><div><div>Extirpate</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.)<br/>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Extirpate</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.)<br/>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Flusterstorm</div><div>U</div></div><div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Flusterstorm</div><div>U</div></div><div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Ghost Quarter</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                | <div><div><div>Ghost Quarter</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                | <div><div><div>Soul-Guide Lantern</div><div>1</div></div><div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              | <div><div><div>Soul-Guide Lantern</div><div>1</div></div><div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              |

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| <div><div>Soulless Jailer2</div><div>Artifact Creature -- Phyrexian Golem</div><div>Permanent cards in graveyards can't enter the battlefield.<br/>Players can't cast noncreature spells from graveyards or exile.</div><div>[sideboard]</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Toxic Deluge2B</div><div>Sorcery</div><div>As an additional cost to cast this spell, pay X life.<br/>All creatures get -X/-X until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Toxic Deluge2B</div><div>Sorcery</div><div>As an additional cost to cast this spell, pay X life.<br/>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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