

Archive Trap 3UUU Instant -- Trap 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archive Trap 3UUU Instant -- Trap 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archive Trap 3UUU Instant -- Trap 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archive Trap 3UUU Instant -- Trap 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cephalid Coliseum Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crypt Incursion 2BB Instant Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in the Loch UB Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in the Loch UB Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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 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.) 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.) When you cycle this card, each opponent mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)

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Basic Land -- Island

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

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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.

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Legendary Land

$\{T\}$: Add $\{C\}$.
 $\{2\}, \{T\}$: Each player draws a card.

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Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Destroy target creature.

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Oboro, Palace in the Clouds Legendary Land {T}: Add {U}. {1}: Return Oboro to its owner's hand.	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.	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.	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.
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Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction 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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Visions of Beyond



Instant

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

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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.

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Baleful Mastery



Instant

You may pay $\{1\}$ rather than pay this spell's mana cost.
If the $\{1\}$ cost was paid, an opponent draws a card.
Exile target creature or planeswalker.

[sidebar]

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Echoing Truth



Instant

Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

[sidebar]

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Engineered Explosives



Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
{2}, Sacrifice this artifact:
Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

[sideboard]

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Engineered Explosives



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Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
{2}, Sacrifice this artifact:
Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

[sideboard]

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Creatures with power greater than the number of cards in your hand can't attack.

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Ⓑ

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓑ

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.

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{T}: Add {C}.
{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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{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.

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Destroy target nonartifact creature.

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① ②

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

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Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Meathook Massacre XBB Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - tibalt_of_red_sub - Modern (Modern Challenge 32)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each