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| <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.<br/>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.<br/>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.<br/>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.<br/>Target opponent mills thirteen cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                   |
| <div>Bloodchief's Thirst</div> <div>B</div> <div>Sorcery</div> <div>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)<br/>Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bloodchief's Thirst</div> <div>B</div> <div>Sorcery</div> <div>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)<br/>Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.</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>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> |
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## 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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

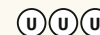
## Flooded Strand

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fractured Sanity

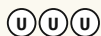


Sorcery

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      (U)(U)(U)



## Sorcery

Each opponent mills fourteen cards.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

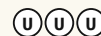
## Fractured Sanity UUU



## Sorcery

Each opponent mills fourteen cards.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fractured Sanity UUU

## Sorcery

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When you cycle this card, each  
opponent mills four cards.

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## Hedron Crab



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>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>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>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.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-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.<br/>[-X]: Target player mills three times X cards.</div> <div><div>L</div><div>5</div></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}.<br/>{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}.<br/>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>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>                                                                                                             |

U

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.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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>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>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> |
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| <div><div>Ashiok, Dream Render</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ashiok, Dream Render</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div>L 5</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>Damnation</div><div>Sorcery</div><div>Destroy all creatures. They can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            |

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| <div> <b>Damnation</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Destroy all creatures. They can't be regenerated.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                            | <div> <b>Emrakul, the Aeons Torn</b> <div> <div>15</div> </div> </div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6</p> <p>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> <p>[sideboard]</p> </div> <div> <div>15/15</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Extirpate</b> <div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Extirpate</b> <div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Mystical Dispute</b> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Mystical Dispute</b> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                     | <div> <b>Soul-Guide Lantern</b> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                             | <div> <b>Soul-Guide Lantern</b> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                             |

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| <div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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