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| <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Chromatic Sphere</div><div>1</div></div><div>Artifact</div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Chromatic Sphere</div><div>1</div></div><div>Artifact</div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Chromatic Sphere</div><div>1</div></div><div>Artifact</div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Chromatic Sphere</div><div>1</div></div><div>Artifact</div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            |

## Chromatic Star

①

Artifact

{1}, {T}, Sacrifice this artifact:  
Add one mana of any color.  
When this artifact is put into a  
graveyard from the battlefield, draw  
a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Chromatic Star

①

Artifact

{1}, {T}, Sacrifice this artifact:  
Add one mana of any color.  
When this artifact is put into a  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Chromatic Star

①

Artifact

{1}, {T}, Sacrifice this artifact:  
Add one mana of any color.  
When this artifact is put into a  
graveyard from the battlefield, draw  
a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Chromatic Star

①

Artifact

{1}, {T}, Sacrifice this artifact:  
Add one mana of any color.  
When this artifact is put into a  
graveyard from the battlefield, draw  
a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crucible of Worlds

③

Artifact

You may play lands from your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Emrakul, the Aeons Torn (15)

15

Legendary Creature -- Eldrazi

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  
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

15/15

## Expedition Map

①

Artifact

{2}, {T}, Sacrifice this artifact:  
Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Expedition Map

①

Artifact

{2}, {T}, Sacrifice this artifact:  
Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Expedition Map</div><div>Artifact</div><div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Expedition Map</div><div>Artifact</div><div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div><div>Eye of Ugin</div><div>Legendary Land</div><div><div>Colorless Eldrazi spells you cast cost {2} less to cast.</div><div>{7}, {T}: Search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <div><div>Ghost Quarter</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Grove of the Burnwillows</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. Each opponent gains 1 life.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     | <div><div>Grove of the Burnwillows</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. Each opponent gains 1 life.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Grove of the Burnwillows</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. Each opponent gains 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                             | <div>Grove of the Burnwillows</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. Each opponent gains 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                             | <div>Karn Liberated</div> <div>Legendary Planeswalker -- Karn</div> <div>[+4]: Target player exiles a card from their hand.<br/>[-3]: Exile target permanent.<br/>[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.</div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Karn Liberated</div> <div>Legendary Planeswalker -- Karn</div> <div>[+4]: Target player exiles a card from their hand.<br/>[-3]: Exile target permanent.<br/>[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.</div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Karn Liberated</div> <div>Legendary Planeswalker -- Karn</div> <div>[+4]: Target player exiles a card from their hand.<br/>[-3]: Exile target permanent.<br/>[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.</div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Karn Liberated</div> <div>Legendary Planeswalker -- Karn</div> <div>[+4]: Target player exiles a card from their hand.<br/>[-3]: Exile target permanent.<br/>[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.</div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Oblivion Stone</div> <div>Artifact</div> <div>{4}, {T}: Put a fate counter on target permanent.<br/>{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                             | <div>Oblivion Stone</div> <div>Artifact</div> <div>{4}, {T}: Put a fate counter on target permanent.<br/>{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                             |

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| <div><div>Oblivion Stone</div><div>3</div></div> <div>Artifact</div> <div>{4}, {T}: Put a fate counter on target permanent.<br/>{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Oblivion Stone</div><div>3</div></div> <div>Artifact</div> <div>{4}, {T}: Put a fate counter on target permanent.<br/>{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Pyroclasm</div><div>1R</div></div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                      | <div><div>Pyroclasm</div><div>1R</div></div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                |
| <div><div>Pyroclasm</div><div>1R</div></div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                    | <div><div>Spellskite</div><div>2</div></div> <div>Artifact Creature -- Phyrexian Horror</div> <div>{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div><div>Spellskite</div><div>2</div></div> <div>Artifact Creature -- Phyrexian Horror</div> <div>{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sylvan Scrying</div><div>1G</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Sylvan Scrying</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Search your library for a land card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                               | <div> <div>Sylvan Scrying</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Search your library for a land card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sylvan Scrying</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Search your library for a land card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ugin, the Spirit Dragon</div> <div> <div>8</div> </div> </div> <div> <div>Legendary Planeswalker -- Ugin</div> </div> <div> <p>[+2]: Ugin deals 3 damage to any target.<br/> [-X]: Exile each permanent with mana value X or less that's one or more colors.<br/> [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> </div> <div> <div>L 7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Ugin, the Spirit Dragon</div> <div> <div>8</div> </div> </div> <div> <div>Legendary Planeswalker -- Ugin</div> </div> <div> <p>[+2]: Ugin deals 3 damage to any target.<br/> [-X]: Exile each permanent with mana value X or less that's one or more colors.<br/> [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> </div> <div> <div>L 7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Mine</div> </div> <div> <div>Land -- Urza's Mine</div> </div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>           | <div> <div>Urza's Mine</div> </div> <div> <div>Land -- Urza's Mine</div> </div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>           | <div> <div>Urza's Mine</div> </div> <div> <div>Land -- Urza's Mine</div> </div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                         |

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| <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

Land - - Urza's Tower

**{T}**: Add **{C}**. If you control an Urza's Mine and an Urza's Power-Plant, add **{C}{C}{C}** instead.

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⑥

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink  
When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink  
When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink  
When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Instant

Destroy all Islands.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Instant

Destroy all Islands.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Artifact

You may play lands from your graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② (R/G)

Sorcerv

Firespout deals 3 damage to each creature without flying if {R} was spent to cast this spell and 3 damage to each creature with flying if {G} was spent to cast this spell. (Do both if {R}{G} was spent.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R/G

Firespout deals 3 damage to each creature without flying if {R} was spent to cast this spell and 3 damage to each creature with flying if {G} was spent to cast this spell. (Do both if {R}{G} was spent.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Destroy target artifact or enchantment. Its controller gains 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

```
Destroy target artifact or
enchantment. Its controller gains 4
life.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Destroy target artifact or enchantment. Its controller gains 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Destroy target artifact or enchantment. Its controller gains 4 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

8

When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands.

[sidebar]

7/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G

When this creature enters, you gain 5 life.

When this creature leaves the battlefield, create a 3/3 green Beast creature token.

[sideboard]

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G

When this creature enters, you gain 5 life.

When this creature leaves the battlefield, create a 3/3 green Beast creature token.

[sideboard]

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Thragtusk</div><div>46</div></div><div><div>Creature -- Beast</div><div>When this creature enters, you gain 5 life.<br/>When this creature leaves the battlefield, create a 3/3 green Beast creature token.</div><div>[sideboard]</div><div>5/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Tormod's Crypt</div><div>8</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Tormod's Crypt</div><div>8</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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