

Ancient Stirrings

Sorcery

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Stirrings G

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Barrels of Blasting Jelly ①

Artifact

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{1}: Add one mana of any color.  
Activate only once each turn.  
{5}, {T}, Sacrifice this artifact:  
It deals 5 damage to target  
creature.
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Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonder's Ornament Artifact {T}: Add one mana of any color. {4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonder's Ornament Artifact {T}: Add one mana of any color. {4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boulderbranch Golem Artifact Creature -- Golem Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) When this creature enters, you gain life equal to its power. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boulderbranch Golem Artifact Creature -- Golem Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) When this creature enters, you gain life equal to its power. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boulderbranch Golem Artifact Creature -- Golem Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) When this creature enters, you gain life equal to its power. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boulderbranch Golem Artifact Creature -- Golem Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) When this creature enters, you gain life equal to its power. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bramble Wurm Creature -- Wurm Reach, trample When this creature enters, you gain 5 life. {2}{G}, Exile this card from your graveyard: You gain 5 life. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bramble Wurm 66 Creature -- Wurm Reach, trample When this creature enters, you gain 5 life. {2}{6}, Exile this card from your graveyard: You gain 5 life. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bramble Wurm 66 Creature -- Wurm Reach, trample When this creature enters, you gain 5 life. {2}{6}, Exile this card from your graveyard: You gain 5 life. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bramble Wurm 66 Creature -- Wurm Reach, trample When this creature enters, you gain 5 life. {2}{6}, Exile this card from your graveyard: You gain 5 life. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breath Weapon 2R Instant Breath Weapon deals 2 damage to each non-Dragon creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Breath Weapon 2R Instant Breath Weapon deals 2 damage to each non-Dragon creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crop Rotation 6 Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crop Rotation 6 Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crop Rotation 6 Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crystal Grotto Land When this land enters, scry 1. {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crystal Grotto Land When this land enters, scry 1. {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map1 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 PLAYbotbox.dev	Expedition Map1 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 PLAYbotbox.dev
Expedition Map1 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 PLAYbotbox.dev	Expedition Map1 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 PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

Urza's Tower 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Tower 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Tower 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Tower 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Breath Weapon Instant Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breath Weapon Instant Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Call Damage Control Sorcery Choose up to two. Return those cards from your graveyard to your hand. * Target artifact card. * Target creature card. * Target enchantment card. * Target land card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Call Damage Control Sorcery Choose up to two. Return those cards from your graveyard to your hand. * Target artifact card. * Target creature card. * Target enchantment card. * Target land card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Progenitus Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Progenitus Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Relic of Progenitus① Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scour from Existence⑦ Instant Exile target permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scour from Existence⑦ Instant Exile target permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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