

Ashiok, Dream Render 1 U/B U/B Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Dream Render 1 U/B U/B Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breaking U B Sorcery Target player mills eight cards. Fuse (You may cast one or both halves of this card from your hand.) RIGHT HALF Entering 4 B R Sorcery Put a creature card from a graveyard onto the battlefield under your control. It gains haste until end of turn. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breaking U B Sorcery Target player mills eight cards. Fuse (You may cast one or both halves of this card from your hand.) RIGHT HALF Entering 4 B R Sorcery Put a creature card from a graveyard onto the battlefield under your control. It gains haste until end of turn. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Narcomoeba 1U Creature -- Illusion Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narcomoeba 1U Creature -- Illusion Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narcomoeba 1U Creature -- Illusion Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narcomoeba 1U Creature -- Illusion Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Otherworldly Gaze U Instant Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Otherworldly Gaze U Instant Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Otherworldly Gaze U Instant Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Otherworldly Gaze U Instant Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 U B

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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Land

This land enters tapped unless you control two or fewer other lands.
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Silversmote Ghoul 2 B Creature -- Zombie Vampire At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silversmote Ghoul 2 B Creature -- Zombie Vampire At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silversmote Ghoul 2 B Creature -- Zombie Vampire At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silversmote Ghoul 2 B Creature -- Zombie Vampire At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tome Scour U Sorcery Target player mills five cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tome Scour U Sorcery Target player mills five cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tome Scour U Sorcery Target player mills five cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tome Scour U Sorcery Target player mills five cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wail of the Forgotten Sorcery Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead. * Return target nonland permanent to its owner's hand. * Target opponent discards a card. * Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wail of the Forgotten Sorcery Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead. * Return target nonland permanent to its owner's hand. * Target opponent discards a card. * Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wail of the Forgotten Sorcery Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead. * Return target nonland permanent to its owner's hand. * Target opponent discards a card. * Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wail of the Forgotten Sorcery Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead. * Return target nonland permanent to its owner's hand. * Target opponent discards a card. * Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Vanishing Verse W B Instant Exile target monocolored permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wear 1 R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] RIGHT HALF Tear W Instant Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wear 1 R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] RIGHT HALF Tear W Instant Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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