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| <div><div>Bayou</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                          | <div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Boggart Trawler</div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div>Boggart Bog</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Cabal Pit</div><div>Land</div><div>{T}: Add {B}. This land deals 1 damage to you. Threshold -- {B}, {T}, Sacrifice this land: Target creature gets -2/-2 until end of turn. Activate only if there are seven or more cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Castle Lothwain</div><div>Land</div><div>This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                     |

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| <div><div>Dark Ritual</div><div><div>B</div></div></div> <div><div>Instant</div></div> <div>Add {B}{B}{B}.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                              | <div><div>Dark Ritual</div><div><div>B</div></div></div> <div><div>Instant</div></div> <div>Add {B}{B}{B}.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                              | <div><div>Ensnaring Bridge</div><div><div>3</div></div></div> <div><div>Artifact</div></div> <div>Creatures with power greater than the number of cards in your hand can't attack.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Fell the Profane</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Instant</div></div> <div>Destroy target creature or planeswalker.</div> <div><div>----</div><div>BACK FACE</div><div>----</div></div> <div><div>Fell Mire</div></div> <div><div>Land</div></div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Hymn to Tourach</div><div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div></div> <div>Target player discards two cards at random.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Hymn to Tourach</div><div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div></div> <div>Target player discards two cards at random.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Hymn to Tourach</div><div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div></div> <div>Target player discards two cards at random.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                            | <div><div>Hymn to Tourach</div><div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div></div> <div>Target player discards two cards at random.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                      |



Land

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{T}: Add {C}.

{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.

{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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Land

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{T}: Add {C}.

{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.

{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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| Artifact                                                                                                                                                                    |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| {T}, Sacrifice this artifact: Exile target player's graveyard.<br>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. |

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## Creature -- Orc Archer

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Flash

When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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## Creature -- Orc Archer

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**Flash**  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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## Creature -- Orc Archer

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### Flash

When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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## Creature -- Orc Archer

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### Flash

When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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| Artifact                                                                                                                                              |
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| As this artifact enters, choose a card name.<br>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. |

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| <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Retrofitter Foundry</div><div>Artifact</div><div>{3}: Untap this artifact.<br/>{2}, {T}: Create a 1/1 colorless Servo artifact creature token.<br/>{1}, {T}, Sacrifice a Servo: Create a 1/1 colorless Thopter artifact creature token with flying.<br/>{T}, Sacrifice a Thopter: Create a 4/4 colorless Construct artifact creature token.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sheoldred's Edict</div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Sheoldred's Edict</div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Smallpox</div><div>Sorcery</div><div>Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Smallpox</div><div>Sorcery</div><div>Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div><div>Smallpox</div><div>Sorcery</div><div>Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  |

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| <div><div><div>Smallpox</div><div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                   |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                         | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>The Rack</div><div><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Underground Mortuary</div></div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Urborg, Tomb of Yawgmoth</div></div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div><div>Urborg, Tomb of Yawgmoth</div></div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div><div>Urborg, Tomb of Yawgmoth</div></div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              |

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| <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Vexing Bauble①</div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                  | <div>Ensnaring Bridge③</div> <div>Artifact</div> <div>Creatures with power greater than the number of cards in your hand can't attack.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                 | <div>Grafddigger's Cage①</div> <div>Artifact</div> <div>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                            | <div>Haywire Mite①</div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                          |

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| <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Liquimetal Coating (2)</div><div>Artifact</div><div>{T}: Target permanent becomes an artifact in addition to its other types until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Mycosynth Lattice (6)</div><div>Artifact</div><div>All permanents are artifacts in addition to their other types.<br/>All cards that aren't on the battlefield, spells, and permanents are colorless.<br/>Players may spend mana as though it were mana of any color.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Null Rod (2)</div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Null Rod (2)</div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |

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| <div> <div> Opposition Agent 2B </div> <div> Creature -- Human Rogue </div> <div> Flash<br/> You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them. </div> <div> [sideboard] </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> Opposition Agent 2B </div> <div> Creature -- Human Rogue </div> <div> Flash<br/> You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them. </div> <div> [sideboard] </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> Sheoldred, the Apocalypse 2BB </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Deathtouch<br/> Whenever you draw a card, you gain 2 life.<br/> Whenever an opponent draws a card, they lose 2 life. </div> <div> [sideboard] </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> Sheoldred, the Apocalypse 2BB </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Deathtouch<br/> Whenever you draw a card, you gain 2 life.<br/> Whenever an opponent draws a card, they lose 2 life. </div> <div> [sideboard] </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
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