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| <div><div><div>Ancient Stirrings</div><div>Ⓞ</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>Ⓞ</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>Ⓞ</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>Ⓞ</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>Assassin's Trophy</div><div>ⒷⓄ</div></div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div><div>Assassin's Trophy</div><div>ⒷⓄ</div></div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div><div>Bloodstained Mire</div></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><div>Blooming Marsh</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              |

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| <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                           | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                 | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Codex Shredder</div><div>Artifact</div><div>{T}: Target player mills a card.<br/>(They put the top card of their library into their graveyard.)<br/>{5}, {T}, Sacrifice this artifact:<br/>Return target card from your graveyard to your hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Codex Shredder</div><div>Artifact</div><div>{T}: Target player mills a card.<br/>(They put the top card of their library into their graveyard.)<br/>{5}, {T}, Sacrifice this artifact:<br/>Return target card from your graveyard to your hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ensnaring Bridge</div><div>Artifact</div><div>Creatures with power greater than the number of cards in your hand can't attack.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Ensnaring Bridge</div><div>Artifact</div><div>Creatures with power greater than the number of cards in your hand can't attack.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                  |

③

Creatures with power greater than the number of cards in your hand can't attack.

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③

Creatures with power greater than the number of cards in your hand can't attack.

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## Land

{T}: Add {C}.  
{3}, {T}, Discard a card: Look at the top X cards of your library, where X is the number of artifacts you control. Put one of those cards into your hand and the rest on the bottom of your library in a random order.

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## Land

{T}: Add {C}.  
{3}, {T}, Discard a card: Look at the top X cards of your library, where X is the number of artifacts you control. Put one of those cards into your hand and the rest on the bottom of your library in a random order.

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Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

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**(B)**

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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**B**

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**B**

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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①

Players play with the top card of their libraries revealed.

{T}, Sacrifice this artifact: Target player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Players play with the top card of their libraries revealed.  
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①

Players play with the top card of their libraries revealed.

{T}, Sacrifice this artifact: Target player shuffles.

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## ⑨

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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①

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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## 0

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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## Land - - Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

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Land

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

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## Sorcery

Suspend 2-- $\{1\}\{B\}$  (Rather than cast this card from your hand, pay  $\{1\}\{B\}$  and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.

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| <div><div>Profane Tutor</div><div>Sorcery</div><div>Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pyxis of Pandemonium①</div><div>Artifact</div><div>{T}: Each player exiles the top card of their library face down.<br/>{7}, {T}, Sacrifice this artifact: Each player turns face up all cards they own exiled with this artifact, then puts all permanent cards among them onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pyxis of Pandemonium①</div><div>Artifact</div><div>{T}: Each player exiles the top card of their library face down.<br/>{7}, {T}, Sacrifice this artifact: Each player turns face up all cards they own exiled with this artifact, then puts all permanent cards among them onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pyxis of Pandemonium①</div><div>Artifact</div><div>{T}: Each player exiles the top card of their library face down.<br/>{7}, {T}, Sacrifice this artifact: Each player turns face up all cards they own exiled with this artifact, then puts all permanent cards among them onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Pyxis of Pandemonium①</div><div>Artifact</div><div>{T}: Each player exiles the top card of their library face down.<br/>{7}, {T}, Sacrifice this artifact: Each player turns face up all cards they own exiled with this artifact, then puts all permanent cards among them onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div>The Underworld Cookbook①</div><div>Artifact -- Book</div><div>{T}, Discard a card: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{4}, {T}, Sacrifice this artifact: Return target creature card from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           |

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| <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                            | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                            | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                            | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</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>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> |

## Verdant Catacombs

Land

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

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## Verdant Catacombs

Land

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

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## Verdant Catacombs

Land

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

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**Ashlok, 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.
```

[sideboard]

**L 5**

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## 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.
```

[sidebar]

**L 5**

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.
```

[sidebar]

L 5

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### Assassin's Trophy (B)(G)

Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

[sideboard]

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| <div><div><div>Assassin's Trophy</div><div><div>B</div><div>G</div></div></div><div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         | <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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. 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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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. 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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pithing Needle</div><div><div>1</div></div></div><div><div>Artifact</div><div>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Torpor Orb</div><div><div>2</div></div></div><div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                           | <div><div><div>Torpor Orb</div><div><div>2</div></div></div><div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                            |

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| <div> <div>Torpor Orb2</div> <div>Artifact</div> <div> Creatures entering don't cause abilities to trigger. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> </div> | <div> <div>Toxic Deluge2B</div> <div>Sorcery</div> <div> As an additional cost to cast this spell, pay X life.<br/> All creatures get -X/-X until end of turn. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> </div> | <div> <div>Toxic Deluge2B</div> <div>Sorcery</div> <div> As an additional cost to cast this spell, pay X life.<br/> All creatures get -X/-X until end of turn. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> </div> |  |
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