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| <p><b>Ancient Stirrings</b> ⑥</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                   | <p><b>Ancient Stirrings</b> ⑥</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                   | <p><b>Ancient Stirrings</b> ⑥</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                   | <p><b>Ancient Stirrings</b> ⑥</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                   |
| <p><b>Basking Broodscale</b> ①⑥</p> <p>Creature -- Eldrazi Lizard</p> <p>Devoid (This card has no color.)<br/> {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br/> Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Basking Broodscale</b> ①⑥</p> <p>Creature -- Eldrazi Lizard</p> <p>Devoid (This card has no color.)<br/> {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br/> Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Basking Broodscale</b> ①⑥</p> <p>Creature -- Eldrazi Lizard</p> <p>Devoid (This card has no color.)<br/> {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br/> Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Basking Broodscale</b> ①⑥</p> <p>Creature -- Eldrazi Lizard</p> <p>Devoid (This card has no color.)<br/> {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br/> Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <b>Blade of the Bloodchief</b> ①<br><hr/> Artifact -- Equipment<br><hr/> Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br>Equip {1}                                                                                                                                                                        | <b>Blade of the Bloodchief</b> ①<br><hr/> Artifact -- Equipment<br><hr/> Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br>Equip {1}                                                                                                                                                                        | <b>Blade of the Bloodchief</b> ①<br><hr/> Artifact -- Equipment<br><hr/> Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br>Equip {1}                     | <b>Blade of the Bloodchief</b> ①<br><hr/> Artifact -- Equipment<br><hr/> Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br>Equip {1}                     |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                |
| <b>Boseiju, Who Endures</b><br><hr/> Legendary Land<br><hr/> {T}: Add {G}.<br>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. | <b>Boseiju, Who Endures</b><br><hr/> Legendary Land<br><hr/> {T}: Add {G}.<br>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. | <b>Cavern of Souls</b><br><hr/> Land<br><hr/> As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. | <b>Cavern of Souls</b><br><hr/> Land<br><hr/> As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                |

## Commercial District

Land -- Mountain Forest

([T]: Add [R] or [G].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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## Eldrazi Temple

Land

{T}: Add {C}.  
{T}: Add {C}{C}. Spend this mana  
only to cast colorless Eldrazi  
spells or activate abilities of  
colorless Eldrazi.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Eldrazi Temple

Land

{T}: Add {C}.  
{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Eldrazi Temple

Land

{T}: Add {C}.

{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Eldrazi Temple

Land

{T}: Add {C}.  
{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

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## Emrakul, the Promised End (13)

Legendary Creature -- Eldrazi

This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Emrakul, the Promised End (13)

Legendary Creature -- Eldrazi

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Flying, trample, protection from instants

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## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

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## Glaring Fleshraker (2C)

Creature -- Eldrazi Drone

Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Glaring Fleshraker** (2)(C)

Creature -- Eldrazi Drone

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grove of the Burnwillows

Land

{T}: Add {C}.  
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grove of the Burnwillows

Land

{T}: Add {C}.  
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grove of the Burnwillows

Land

{T}: Add {C}.  
 {T}: Add {R} or {G}. Each opponent  
 gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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>Haywire Mite</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                    | <div>Horizon Canopy</div> <div>Land</div> <div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                 | <div>Kozilek's Command</div> <div>Kindred Instant -- Eldrazi</div> <div>Choose two --<br/>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>* Target player scries X, then draws a card.<br/>* Exile target creature with mana value X or less.<br/>* Exile up to X target cards from graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Kozilek's Command</div> <div>Kindred Instant -- Eldrazi</div> <div>Choose two --<br/>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>* Target player scries X, then draws a card.<br/>* Exile target creature with mana value X or less.<br/>* Exile up to X target cards from graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Kozilek's Command</div> <div>Kindred Instant -- Eldrazi</div> <div>Choose two --<br/>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>* Target player scries X, then draws a card.<br/>* Exile target creature with mana value X or less.<br/>* Exile up to X target cards from graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Kozilek's Command</div> <div>Kindred Instant -- Eldrazi</div> <div>Choose two --<br/>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>* Target player scries X, then draws a card.<br/>* Exile target creature with mana value X or less.<br/>* Exile up to X target cards from graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Malevolent Rumble</div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                        |

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| <div><div>Malevolent Rumble</div><div>①⑥</div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Malevolent Rumble</div><div>①⑥</div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Malevolent Rumble</div><div>①⑥</div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Pithing Needle</div><div>①</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            |
| <div><div>Soul-Guide Lantern</div><div>①</div></div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div><div>Springleaf Drum</div><div>①</div></div> <div>Artifact</div> <div>{T}, Tap an untapped creature you control: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 | <div><div>Stomping Ground</div></div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                     | <div><div>Unholy Heat</div><div>Ⓜ</div></div> <div>Instant</div> <div>Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</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>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>Walking Ballistaⓧⓧ</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                  | <div>Walking Ballistaⓧⓧ</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                  |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    | <div>Writhing Chrysalis (2)(R)(G)</div> <div>Creature -- Eldrazi Drone</div> <div>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Writhing Chrysalis (2)(R)(G)</div> <div>Creature -- Eldrazi Drone</div> <div>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Damping Sphere (2)</div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Damping Sphere (2)</div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Firespout (2)(R/G)</div> <div>Sorcery</div> <div>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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  | <div>Firespout (2)(R/G)</div> <div>Sorcery</div> <div>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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  |

**G**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this artifact enters, exile target card from a graveyard.  
{T}, Sacrifice this artifact: Exile each opponent's graveyard.  
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Devoid (This card has no color.)  
When you cast this spell, exile up to one target noncreature, nonland permanent an opponent controls with mana value 4 or less. If you do, Thief of Existence gains "When this creature leaves the battlefield, target opponent draws a card."

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Devoid (This card has no color.)  
When you cast this spell, exile up to one target noncreature, nonland permanent an opponent controls with mana value 4 or less. If you do, Thief of Existence gains "When this creature leaves the battlefield, target opponent draws a card."

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 C

({{C}} represents colorless mana.)  
When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.  
When this creature leaves the battlefield, target opponent draws a card.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

(**{C}** represents colorless mana.)  
When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.  
When this creature leaves the battlefield, target opponent draws a card.

4/4

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Unholy Heat deals 2 damage to target creature or planeswalker.  
Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.

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| <div> <div> Unholy Heat R </div> <div> Instant </div> <div> <p>Unholy Heat deals 2 damage to target creature or planeswalker.</p> <p>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Veil of Summer G </div> <div> Instant </div> <div> <p>Draw a card if an opponent has cast a blue or black spell this turn.</p> <p>Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Vexing Bauble 1 </div> <div> Artifact </div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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