

**G**

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.

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① ② G

Devoid (this card has no color.)  
 {1}{6}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)  
 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}."

2/2

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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                                                                                                                                                                                                |

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| <div><div><div>Devourer of Destiny</div><div>5CC</div></div><div>Creature -- Eldrazi</div><div><p>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.</p><p>When you cast this spell, exile target permanent that's one or more colors.</p></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Devourer of Destiny</div><div>5CC</div></div><div>Creature -- Eldrazi</div><div><p>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.</p><p>When you cast this spell, exile target permanent that's one or more colors.</p></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Devourer of Destiny</div><div>5CC</div></div><div>Creature -- Eldrazi</div><div><p>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.</p><p>When you cast this spell, exile target permanent that's one or more colors.</p></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Devourer of Destiny</div><div>5CC</div></div><div>Creature -- Eldrazi</div><div><p>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.</p><p>When you cast this spell, exile target permanent that's one or more colors.</p></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Eldrazi Temple</div></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                       | <div><div><div>Eldrazi Temple</div></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                       | <div><div><div>Eldrazi Temple</div></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                       | <div><div><div>Eldrazi Temple</div></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                       |

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| <div> <b>Emrakul, the Promised End</b> <span>13</span> </div> <div>           Legendary Creature -- Eldrazi         </div> <div> <p>This spell costs {1} less to cast for each card type among cards in your graveyard.</p> <p>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.</p> <p>Flying, trample, protection from instants</p> </div> <div> <div>13/13</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div>           ({T}: Add {G}.)         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                    | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div>           ({T}: Add {G}.)         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                    | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div>           ({T}: Add {G}.)         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                    |
| <div> <b>Glaring Fleshraker</b> <span>2</span><span>C</span> </div> <div>           Creature -- Eldrazi Drone         </div> <div> <p>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                | <div> <b>Glaring Fleshraker</b> <span>2</span><span>C</span> </div> <div>           Creature -- Eldrazi Drone         </div> <div> <p>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Glaring Fleshraker</b> <span>2</span><span>C</span> </div> <div>           Creature -- Eldrazi Drone         </div> <div> <p>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Glaring Fleshraker</b> <span>2</span><span>C</span> </div> <div>           Creature -- Eldrazi Drone         </div> <div> <p>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

## Grove of the Burnwillows

Land

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

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## Haywire Mite

①

Artifact Creature -- Insect

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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## Kozilek's Command

CCC

Kindred Instant -- Eldrazi

```
Choose two --
* Target player creates X 0/1
colorless Eldrazi Spawn creature
tokens with "Sacrifice this token:
Add {C}."
* Target player scries X, then draws
a card.
* Exile target creature with mana
value X or less.
* Exile up to X target cards from
graveyards.
```

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ⓧ Ⓒ Ⓒ

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Choose two --
* Target player creates X 0/1
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Add {C}."
* Target player sacrifices X, then draws
a card.
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| <div><div>Ugin, Eye of the Storms 7</div><div>Legendary Planeswalker -- Ugin</div><div>When you cast this spell, exile up to one target permanent that's one or more colors.<br/>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.<br/>[+2]: You gain 3 life and draw a card.<br/>[0]: Add {C}{C}{C}.<br/>[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</div><div>L 7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                 | <div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                 | <div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                 |
| <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>                                                    | <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> | <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> | <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> |

①

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.  
{1}, {T}, Sacrifice this artifact: Draw a card.

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⊗ ⊗

This creature enters with X +1/+1 counters on it.  
{4}: Put a +1/+1 counter on this creature.  
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

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⊗ ⊗

This creature enters with X  $+1/+1$  counters on it.  
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① BP BP

{B/P} can be paid with either {B  
or 2 life.)  
Target creature gets -5/-5 until end  
of turn.

[sidebar]

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① BP BP

{B/P} can be paid with either {B  
or 2 life.)  
Target creature gets -5/-5 until end  
of turn.

[sidebar]

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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.

[sideboard]

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**G**

```
Choose one --
* Each opponent sacrifices an
  artifact of their choice.
* Each opponent sacrifices an
  enchantment of their choice.
* Each opponent sacrifices a
  creature with flying of their
  choice.
```

[sideboard]

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| <b>Pick Your Poison</b> ⑥<br><hr/> Sorcery<br><hr/> Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       | <b>Pithing Needle</b> ①<br><hr/> Artifact<br><hr/> 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.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               | <b>Thief of Existence</b> ①③⑥<br><hr/> Creature -- Eldrazi<br><hr/> Devoid (This card has no color.)<br>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."<br><br>[sideboard] <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Thief of Existence</b> ①③⑥<br><hr/> Creature -- Eldrazi<br><hr/> Devoid (This card has no color.)<br>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."<br><br>[sideboard] <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Thought-Knot Seer</b> ③③<br><hr/> Creature -- Eldrazi<br><hr/> ({C} represents colorless mana.)<br>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br>When this creature leaves the battlefield, target opponent draws a card.<br><br>[sideboard] <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Thought-Knot Seer</b> ③③<br><hr/> Creature -- Eldrazi<br><hr/> ({C} represents colorless mana.)<br>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br>When this creature leaves the battlefield, target opponent draws a card.<br><br>[sideboard] <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Veil of Summer</b> ⑥<br><hr/> Instant<br><hr/> Draw a card if an opponent has cast a blue or black spell this turn. 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.)<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <b>Veil of Summer</b> ⑥<br><hr/> Instant<br><hr/> Draw a card if an opponent has cast a blue or black spell this turn. 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.)<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     |

①

```
Whenever a player casts a spell, if
no mana was spent to cast it,
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```

[sideboard]

botbox.dev

① ②

"Sacrifice this token: Add {C}."

botbox.dev

① ②

"Sacrifice this token: Add {C}."

botbox.dev