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| <div> <div> <b>Ancient Stirrings</b> <div>6</div> </div> <div> Sorcery </div> <div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                       | <div> <div> <b>Ancient Stirrings</b> <div>6</div> </div> <div> Sorcery </div> <div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                       | <div> <div> <b>Ancient Stirrings</b> <div>6</div> </div> <div> Sorcery </div> <div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                       | <div> <div> <b>Ancient Stirrings</b> <div>6</div> </div> <div> Sorcery </div> <div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                       |
| <div> <div> <b>Basking Broodscale</b> <div>16</div> </div> <div> Creature -- Eldrazi Lizard </div> <div> <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> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Basking Broodscale</b> <div>16</div> </div> <div> Creature -- Eldrazi Lizard </div> <div> <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> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Basking Broodscale</b> <div>16</div> </div> <div> Creature -- Eldrazi Lizard </div> <div> <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> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Basking Broodscale</b> <div>16</div> </div> <div> Creature -- Eldrazi Lizard </div> <div> <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> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div>Blade of the Bloodchief ①</div> <div>Artifact -- Equipment</div> <div>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}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                        | <div>Blade of the Bloodchief ①</div> <div>Artifact -- Equipment</div> <div>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}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                   | <div>Blade of the Bloodchief ①</div> <div>Artifact -- Equipment</div> <div>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}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Delighted Halfling ⑥</div> <div>Creature -- Halfling Citizen</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>      | <div>Delighted Halfling ⑥</div> <div>Creature -- Halfling Citizen</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                             |

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| <div> <b>Delighted Halfling</b> <span>G</span> </div> <div>           Creature -- Halfling Citizen         </div> <div>           {T}: Add {C}.<br/>           {T}: Add one mana of any color.<br/>           Spend this mana only to cast a legendary spell, and that spell can't be countered.         </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Dismember</b> <span>1</span><span>BP</span><span>BP</span> </div> <div>           Instant         </div> <div>           ({B/P} can be paid with either {B} or 2 life.)<br/>           Target creature gets -5/-5 until end of turn.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Dismember</b> <span>1</span><span>BP</span><span>BP</span> </div> <div>           Instant         </div> <div>           ({B/P} can be paid with either {B} or 2 life.)<br/>           Target creature gets -5/-5 until end of turn.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Eldrazi Temple</b> </div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                      |
| <div> <b>Eldrazi Temple</b> </div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                              | <div> <b>Eldrazi Temple</b> </div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>        | <div> <b>Eldrazi Temple</b> </div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>        | <div> <b>Emrakul, the Promised End</b> <span>13</span> </div> <div>           Legendary Creature -- Eldrazi         </div> <div>           This spell costs {1} less to cast for each card type among cards in your graveyard.<br/>           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.<br/>           Flying, trample, protection from instants         </div> <div> <div>13/13</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <div><div><div>Emrakul, the Promised End</div><div>13</div></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 PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                           |
| <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                      | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Glaring Fleshrazer</div><div>2C</div></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 PLAYbotbox.dev</div></div></div> |

## Grove of the Burnwillows

Land

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

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Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grove of the Burnwillows

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{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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## Kozilek's Command

ⓧ Ⓒ Ⓒ

Kindred Instant -- Eldrazi

```
Choose two --
* Target player creates X 0/1
colorless Eldrazi Spawn creature
tokens with "Sacrifice this token:
Add {C}."
* Target player sacrifices 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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| <div> <b>Kozilek's Command</b> <span>(X)(C)(C)</span> </div> <div>Kindred Instant -- Eldrazi</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li> <li>* Target player scries X, then draws a card.</li> <li>* Exile target creature with mana value X or less.</li> <li>* Exile up to X target cards from graveyards.</li> </ul> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Malevolent Rumble</b> <span>(1)(G)</span> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Malevolent Rumble</b> <span>(1)(G)</span> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 | <div> <b>Malevolent Rumble</b> <span>(1)(G)</span> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 |
| <div> <b>Malevolent Rumble</b> <span>(1)(G)</span> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        | <div> <b>Soul-Guide Lantern</b> <span>(1)</span> </div> <div>Artifact</div> <div> <p>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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div> <b>Sowing Mycospawn</b> <span>(3)(G)</span> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Sowing Mycospawn</b> <span>(3)(G)</span> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Fungus</div> <div> <div>Devoid (This card has no color.)</div> <div>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</div> <div>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Fungus</div> <div> <div>Devoid (This card has no color.)</div> <div>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</div> <div>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                 | <div> <div>Springleaf Drum</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}, Tap an untapped creature you control: Add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                | <div> <div>The Mycosynth Gardens</div> </div> <div> <div>Land -- Sphere</div> <div> <div>{T}: Add {C}.</div> <div>{1}, {T}: Add one mana of any color.</div> <div>{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                             |
| <div> <div>Traverse the Ulvenwald</div> <div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Search your library for a basic land card, reveal it, put it into your hand, then shuffle.</div> <div>Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                 | <div> <div>Urza's Saga</div> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>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.'"</div> <div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Urza's Saga</div> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>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.'"</div> <div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Urza's Saga</div> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>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.'"</div> <div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <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>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>                                                                                                                                                                                                   | <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>                    | <div><div>Yavimaya, Cradle of Growth</div><div>Legendary Land</div><div>Each land is a Forest in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |
| <div><div>Dismember1BPBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                        | <div><div>Gemstone Caverns</div><div>Legendary Land</div><div>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.<br/>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Grafdigger'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.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nature's Claim6</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



**G**

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

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Choose one --
* Counter target multicolored spell.
* Destroy target multicolored
permanent.
```

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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.

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⑦

Reach, first strike  
Vigilance, menace  
Trample, lifelink  
Ward--Pay 7 life.

7/7

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2 G

Reach  
Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.  
During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)

2/4

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② ⑥

Reach  
Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.  
During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)

2/4

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②

Permanent cards in graveyards can't enter the battlefield.  
Players can't cast noncreature spells from graveyards or exile.

0/4

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1 C G

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

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## Thief of Existence ①③⑥

Creature -- Eldrazi

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."

[sideboard]

3/4

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## Vexing Bauble ①

Artifact

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.

[sideboard]

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## Warping Wail ①③

Instant

({C} represents colorless mana.)  
Choose one --  
\* Exile target creature with power or toughness 1 or less.  
\* Counter target sorcery spell.  
\* Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."

[sideboard]

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