

**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 ⑥

Devoid (This card has no color.)  
 {1}{G}: 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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① ②

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}."

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①

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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.
Equip {1}
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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} <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                            | <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} <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                            | <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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Devourer of Destiny</b> ⑤③③<br><hr/> Creature -- Eldrazi<br><hr/> 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.<br>When you cast this spell, exile target permanent that's one or more colors. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Devourer of Destiny</b> ⑤③③<br><hr/> Creature -- Eldrazi<br><hr/> 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.<br>When you cast this spell, exile target permanent that's one or more colors. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Devourer of Destiny</b> ⑤③③<br><hr/> Creature -- Eldrazi<br><hr/> 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.<br>When you cast this spell, exile target permanent that's one or more colors. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>             | <b>Devourer of Destiny</b> ⑤③③<br><hr/> Creature -- Eldrazi<br><hr/> 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.<br>When you cast this spell, exile target permanent that's one or more colors. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>             |

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| <div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> <div>{B/P} can be paid with either {B} or 2 life.)</div> <div>Target creature gets -5/-5 until end of turn.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> <div>{B/P} can be paid with either {B} or 2 life.)</div> <div>Target creature gets -5/-5 until end of turn.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Eldrazi Temple</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{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</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                         | <div> <div>Eldrazi Temple</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{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</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                         |
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Basic Land -- Forest

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## Artifact Creature -- Insect

1/1

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## Kindred Instant -- Eldrazi

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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}."

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⑦

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

7/7

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3 G

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.

3/3

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| <div><div><div>Springleaf Drum</div><div>①</div></div><div>Artifact</div><div><p>{T}, Tap an untapped creature you control: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                             | <div><div><div>Talisman of Resilience</div><div>②</div></div><div>Artifact</div><div><p>{T}: Add {C}.</p><p>{T}: Add {B} or {G}. This artifact deals 1 damage to you.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Ugin's Labyrinth</div></div><div>Land</div><div><p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p><p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p><p>{T}: Return the exiled card to its owner's hand.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                   | <div><div><div>Ugin's Labyrinth</div></div><div>Land</div><div><p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p><p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p><p>{T}: Return the exiled card to its owner's hand.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                   |
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| <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.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <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.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div>Chalice of the Void(X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chalice of the Void(X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Disruptor Flute</div><div><div>2</div></div></div><div><div>Artifact</div><div>Flash<br/>As this artifact enters, choose a card name.<br/>Spells with the chosen name cost {3} more to cast.<br/>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>Gemstone Caverns</div><div></div></div><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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         | <div><div><div>Grafdigger's Cage</div><div><div>1</div></div></div><div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                   |
| <div><div><div>Nature's Claim</div><div><div>6</div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                 | <div><div><div>Soul-Guide Lantern</div><div><div>1</div></div></div><div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                | <div><div><div>Thief of Existence</div><div><div>1</div><div>C</div><div>6</div></div></div><div><div>Creature -- Eldrazi</div><div>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><div><div>3/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thought-Knot Seer</div><div><div>3</div><div>C</div></div></div><div><div>Creature -- Eldrazi</div><div>{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><div><div>4/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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

3 C

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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

③

As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost  $\{1\}\{B\}$  to cast costs  $\{2\}\{B\}$  to cast instead.)

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