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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} <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>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>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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Delighted Halfling</b> ⑥<br><hr/> Creature -- Halfling Citizen<br><hr/> {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> |

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| <b>Delighted Halfling</b> ⑥<br>Creature -- Halfling Citizen<br>{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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                        | <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                        | <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 | <b>Emrakul, the Promised End</b> ⑬<br>Legendary Creature -- Eldrazi<br>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<br><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emrakul, the Promised End</b> ⑬<br>Legendary Creature -- Eldrazi<br>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<br><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                             |

## Forest

Basic Land -- Forest

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

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## Gemstone Caverns

## Legendary Land

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.

**{T}**: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

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② ③

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Creature -- Eldrazi Drone

Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."  
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Creature -- Eldrazi Drone

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

**2/2**

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## 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><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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <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> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                        |
| <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     | <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |





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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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X
C
C

```
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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X
C
C

```
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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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 with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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}."

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.

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| <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><div><div>Urza's Saga</div><div></div></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><div>Urza's Saga</div><div></div></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><div>Urza's Saga</div><div></div></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><div>Urza's Saga</div><div></div></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><div>Vexing Bauble</div><div>1</div></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><div>Walking Ballista</div><div>X X</div></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>                                                                                                                                                                                                                  | <div><div><div>Walking Ballista</div><div>X X</div></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>                                                                                                                                                                                                                  |

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| <div> <div>Walking Ballista</div> <div> <div>X</div> <div>X</div> </div> </div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div> <div>0/0</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Walking Ballista</div> <div> <div>X</div> <div>X</div> </div> </div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div> <div>0/0</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Writhing Chrysalis</div> <div> <div>2</div> <div>R</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Drone</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>Reach</p> <p>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> </div> <div> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Writhing Chrysalis</div> <div> <div>2</div> <div>R</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Drone</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>Reach</p> <p>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> </div> <div> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Damping Sphere</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.</p> <p>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> </div> <div> <div>[sideboard]</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div> <div>Damping Sphere</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.</p> <p>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> </div> <div> <div>[sideboard]</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> </div> <div> <div>[sideboard]</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                | <div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> </div> <div> <div>[sideboard]</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                |

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| <div><div><div>Firespout</div><div>2R/G</div></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> | <div><div><div>Gemstone Caverns</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. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grafdigger's Cage</div><div>1</div></div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Nature's Claim</div><div>6</div></div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         |
| <div><div><div>Nature's Claim</div><div>6</div></div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Stone of Erech</div><div>1</div></div><div>Legendary Artifact</div><div>If a creature an opponent controls would die, exile it instead. {2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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

[sideboard]

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①

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

[sideboard]

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[sideboard]

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