

## Ancient Stirrings

**G**

## Sorcery

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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## Basking Broodscale

① ② G

Creature -- Eldrazi Lizard

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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## Basking Broodscale

① ⑥

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 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} <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>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> <span>6</span><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>Delighted Halfling</b> <span>6</span><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>Delighted Halfling</b> <span>6</span><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 |
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## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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## Glaring Fleshraker (2)(c)

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**

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| <div> <div>Haywire Mite</div> <div> <div>1</div> </div> </div> <div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                        | <div> <div>Karn, the Great Creator</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Planeswalker -- Karn</div> <div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.</p> <p>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> </div> </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Karn, the Great Creator</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Planeswalker -- Karn</div> <div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.</p> <p>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> </div> </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Karn, the Great Creator</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Planeswalker -- Karn</div> <div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.</p> <p>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> </div> </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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| <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.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                 | <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> |
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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>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wastes</div> <div>Basic Land</div> <div>{T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                     | <div>Yavimaya Coast</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {G} or {U}. This land deals 1 damage to you.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    | <div>Yavimaya Coast</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {G} or {U}. This land deals 1 damage to you.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          |
| <div>Blade of the Bloodchief</div> <div>1</div> <div>Artifact -- Equipment</div> <div> <p>Whenever a creature dies, put a +1/+1 counter on equipped creature.</p> <p>If equipped creature is a Vampire, put two +1/+1 counters on it instead.</p> <p>Equip {1}</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div>Ensnaring Bridge</div> <div>3</div> <div>Artifact</div> <div> <p>Creatures with power greater than the number of cards in your hand can't attack.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Grafdigger's Cage</div> <div>1</div> <div>Artifact</div> <div> <p>Creature cards in graveyards and libraries can't enter the battlefield.</p> <p>Players can't cast spells from graveyards or libraries.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Liquimetal Coating</div> <div>2</div> <div>Artifact</div> <div> <p>{T}: Target permanent becomes an artifact in addition to its other types until end of turn.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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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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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②

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

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①

{T}, Sacrifice this artifact: Exile target player's graveyard.

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**G**

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.)

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**G**

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.)

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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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| <div> <div> Wastescape Battlemage <div> <div>1</div> <div>C</div> </div> </div> <div> <div>Creature -- Eldrazi Wizard</div> <div> <div> <div>Kicker {G} and/or {1}{U}</div> <div>When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.</div> <div>When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand.</div> </div> <div>[sideboard]</div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> </div> | <div> <div> Wastescape Battlemage <div> <div>1</div> <div>C</div> </div> </div> <div> <div>Creature -- Eldrazi Wizard</div> <div> <div> <div>Kicker {G} and/or {1}{U}</div> <div>When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.</div> <div>When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand.</div> </div> <div>[sideboard]</div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> </div> | <div> <div> Wastescape Battlemage <div> <div>1</div> <div>C</div> </div> </div> <div> <div>Creature -- Eldrazi Wizard</div> <div> <div> <div>Kicker {G} and/or {1}{U}</div> <div>When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.</div> <div>When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand.</div> </div> <div>[sideboard]</div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> </div> |  |
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