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| <b>Agatha's Soul Cauldron</b> ②<br><hr/> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Ancient Stirrings</b> ⑥<br><hr/> <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>                                                                                                                                             | <b>Ancient Stirrings</b> ⑥<br><hr/> <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>                                                                                                                                             | <b>Ancient Stirrings</b> ⑥<br><hr/> <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>                                                                                                                                             |
| <b>Ancient Stirrings</b> ⑥<br><hr/> <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>                                                                                                                                                                                                                  | <b>Basking Broodscale</b> ①⑥<br><hr/> <p>Creature -- Eldrazi Lizard</p> <p>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}."</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Basking Broodscale</b> ①⑥<br><hr/> <p>Creature -- Eldrazi Lizard</p> <p>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}."</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Basking Broodscale</b> ①⑥<br><hr/> <p>Creature -- Eldrazi Lizard</p> <p>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}."</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - Boland - Modern (Modern Challenge 64)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Basking Broodscale</b> ①⑥<br>Creature -- Eldrazi Lizard<br><br>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}."<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Blade of the Bloodchief</b> ①<br>Artifact -- Equipment<br><br>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>Artifact -- Equipment<br><br>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>Artifact -- Equipment<br><br>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>Artifact -- Equipment<br><br>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>Boseiju, Who Endures</b><br>Legendary Land<br><br>{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>Legendary Land<br><br>{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>Land<br><br>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. |

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| <b>Cavern of Souls</b><br><hr/> Land<br><hr/> <p>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.</p> | <b>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p>                                                                                                                                                                                                           | <b>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p> | <b>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p> |
| 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>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p>                                                                           | <b>Emrakul, the Promised End</b> 13<br><hr/> Legendary Creature -- Eldrazi<br><hr/> <p>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</p> <div>13/13</div> | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> <p>( {T}: Add {G}. )</p>                                                                                                             | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> <p>( {T}: Add {G}. )</p>                                                                                                             |
| 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>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                            | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glaring Fleshraker</div><div>Creature -- Eldrazi Drone</div><div>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Glaring Fleshraker</div><div>Creature -- Eldrazi Drone</div><div>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glaring Fleshraker</div><div>Creature -- Eldrazi Drone</div><div>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glaring Fleshraker</div><div>Creature -- Eldrazi Drone</div><div>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     |

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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>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                           | <div> <div>Kozilek's Command</div> <div> <div>X</div> <div>C</div> <div>C</div> </div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Kozilek's Command</div> <div> <div>X</div> <div>C</div> <div>C</div> </div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Kozilek's Command</div> <div> <div>X</div> <div>C</div> <div>C</div> </div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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| <div> <div>Prismatic Vista</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                     | <div> <div>Prismatic Vista</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                          | <div> <div>Prismatic Vista</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                          | <div> <div>Prismatic Vista</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>          |

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| <b>Soul-Guide Lantern</b> ①<br><hr/> Artifact<br><hr/> 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.                                                                                                                                                                                                                                               | <b>Springleaf Drum</b> ①<br><hr/> Artifact<br><hr/> {T}, Tap an untapped creature you control: Add one mana of any color.                                                                                                                                                                                                                                                                                                                                                                | <b>Traverse the Ulvenwald</b> ⑥<br><hr/> Sorcery<br><hr/> Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br>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.                                                                                                                                         | <b>Traverse the Ulvenwald</b> ⑥<br><hr/> Sorcery<br><hr/> Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br>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.                                                                                                                                         |
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| <b>Urza's Saga</b><br><hr/> Enchantment Land -- Urza's Saga<br><hr/> (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. | <b>Urza's Saga</b><br><hr/> Enchantment Land -- Urza's Saga<br><hr/> (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. | <b>Urza's Saga</b><br><hr/> Enchantment Land -- Urza's Saga<br><hr/> (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. | <b>Urza's Saga</b><br><hr/> Enchantment Land -- Urza's Saga<br><hr/> (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. |
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Playtest cards - Boland - Modern (Modern Challenge 64)

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| <div><div><div>Walking Ballista</div><div><div>X</div><div>X</div></div></div><div>Artifact Creature -- Construct</div><div><div>This creature enters with X +1/+1 counters on it.</div><div>{4}: Put a +1/+1 counter on this creature.</div><div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div></div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Walking Ballista</div><div><div>X</div><div>X</div></div></div><div>Artifact Creature -- Construct</div><div><div>This creature enters with X +1/+1 counters on it.</div><div>{4}: Put a +1/+1 counter on this creature.</div><div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div></div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Walking Ballista</div><div><div>X</div><div>X</div></div></div><div>Artifact Creature -- Construct</div><div><div>This creature enters with X +1/+1 counters on it.</div><div>{4}: Put a +1/+1 counter on this creature.</div><div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div></div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wastes</div><div>Basic Land</div><div>{T}: Add {C}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                |
| <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div><div>Grafdigger's Cage</div><div><div>1</div></div></div><div>Artifact</div><div><div>Creature cards in graveyards and libraries can't enter the battlefield.</div><div>Players can't cast spells from graveyards or libraries.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div><div>Null Elemental Blast</div><div><div>C</div></div></div><div>Instant</div><div><div>Choose one --</div><div>* Counter target multicolored spell.</div><div>* Destroy target multicolored permanent.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

|                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                          |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Pithing Needle</b> ①<br>Artifact<br>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]                                                                                                                                                          | <b>Thief of Existence</b> ①C⑥<br>Creature -- Eldrazi<br>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]            | <b>Thief of Existence</b> ①C⑥<br>Creature -- Eldrazi<br>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] | <b>Veil of Summer</b> ⑥<br>Instant<br>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] |
| 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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| 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                                                                                                                                                                                                                                                                                                                       |

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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① ②

{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}."

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① ②

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