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| <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>  | <p><b>Cavern of Souls</b></p> <p>Land</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                               | <p><b>Disciple of Freyalise</b> ③⑥⑥⑥</p> <p>Creature -- Elf Druid</p> <p>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</p> <p>3/3</p> <p>--- BACK FACE ---</p> <p><b>Garden of Freyalise</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Disciple of Freyalise</b> ③⑥⑥⑥</p> <p>Creature -- Elf Druid</p> <p>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</p> <p>3/3</p> <p>--- BACK FACE ---</p> <p><b>Garden of Freyalise</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Disciple of Freyalise</b> ③⑥⑥⑥</p> <p>Creature -- Elf Druid</p> <p>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</p> <p>3/3</p> <p>--- BACK FACE ---</p> <p><b>Garden of Freyalise</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Drowner of Truth</b> ⑤⑥/⑥/⑥</p> <p>Creature -- Eldrazi</p> <p>Devoid (This card has no color.)<br/>When you cast this spell, if {C} was spent to cast it, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>7/6</p> <p>--- BACK FACE ---</p> <p><b>Drowned Jungle</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {G} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Drowner of Truth</b> ⑤⑥/⑥/⑥</p> <p>Creature -- Eldrazi</p> <p>Devoid (This card has no color.)<br/>When you cast this spell, if {C} was spent to cast it, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>7/6</p> <p>--- BACK FACE ---</p> <p><b>Drowned Jungle</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {G} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>         | <p><b>Dryad Arbor</b></p> <p>Land Creature -- Forest Dryad</p> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                    |

## Eldrazi Temple

Land

{T}: Add {C}.  
{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

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## Emrakul, the Promised End (13)

Legendary Creature -- Eldrazi

This spell costs {1} less to cast for each card type among cards in your graveyard. 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. Flying, trample, protection from instants

13/13

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| <div><div>Fanatic of Rhonas</div><div>Token Creature -- Zombie Snake Druid</div><div><div>{T}: Add {G}.</div><div>Ferocious -- {T}: Add {G}{G}{G}{G}.</div><div>Activate only if you control a creature with power 4 or greater.</div></div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div>Fanatic of Rhonas</div><div>Token Creature -- Zombie Snake Druid</div><div><div>{T}: Add {G}.</div><div>Ferocious -- {T}: Add {G}{G}{G}{G}.</div><div>Activate only if you control a creature with power 4 or greater.</div></div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div>Fanatic of Rhonas</div><div>Token Creature -- Zombie Snake Druid</div><div><div>{T}: Add {G}.</div><div>Ferocious -- {T}: Add {G}{G}{G}{G}.</div><div>Activate only if you control a creature with power 4 or greater.</div></div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div>Fanatic of Rhonas</div><div>Token Creature -- Zombie Snake Druid</div><div><div>{T}: Add {G}.</div><div>Ferocious -- {T}: Add {G}{G}{G}{G}.</div><div>Activate only if you control a creature with power 4 or greater.</div></div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     |
| <div><div>Fight Rigging</div><div>Enchantment</div><div><div>Hideaway 5 (When this enchantment enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)</div><div>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.</div></div><div><div>26</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fight Rigging</div><div>Enchantment</div><div><div>Hideaway 5 (When this enchantment enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)</div><div>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.</div></div><div><div>26</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fight Rigging</div><div>Enchantment</div><div><div>Hideaway 5 (When this enchantment enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)</div><div>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.</div></div><div><div>26</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fight Rigging</div><div>Enchantment</div><div><div>Hideaway 5 (When this enchantment enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)</div><div>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.</div></div><div><div>26</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                    | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Green Sun's Zenith</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Green Sun's Zenith</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Green Sun's Zenith</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div><div>Kozilek's Command</div><div><div>X</div><div>C</div><div>C</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kozilek's Command</div><div><div>X</div><div>C</div><div>C</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kozilek's Command</div><div><div>X</div><div>C</div><div>C</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                        | <div> <div>Mosswort Bridge</div> </div> <div>Land</div> <div> <p>Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.)<br/>This land enters tapped.<br/>{T}: Add {G}.<br/>{G}, {T}: You may play the exiled card without paying its mana cost if creatures you control have total power 10 or greater.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Shifting Woodland</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           | <div> <div>Slumbering Trudge</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Creature -- Plant Beast</div> <div> <p>This creature enters with a number of stun counters on it equal to three minus X. If X is 2 or less, it enters tapped. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                               |
| <div> <div>Slumbering Trudge</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Creature -- Plant Beast</div> <div> <p>This creature enters with a number of stun counters on it equal to three minus X. If X is 2 or less, it enters tapped. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Slumbering Trudge</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Creature -- Plant Beast</div> <div> <p>This creature enters with a number of stun counters on it equal to three minus X. If X is 2 or less, it enters tapped. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                  | <div> <div>Slumbering Trudge</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Creature -- Plant Beast</div> <div> <p>This creature enters with a number of stun counters on it equal to three minus X. If X is 2 or less, it enters tapped. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)<br/>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Fungus</div> <div> <div>Devoid (This card has no color.)</div> <div>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</div> <div>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                 | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Fungus</div> <div> <div>Devoid (This card has no color.)</div> <div>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</div> <div>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Fungus</div> <div> <div>Devoid (This card has no color.)</div> <div>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</div> <div>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ugin, Eye of the Storms</div> <div> <div>7</div> </div> </div> <div> <div>Legendary Planeswalker -- Ugin</div> <div> <div>When you cast this spell, exile up to one target permanent that's one or more colors.</div> <div>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.</div> <div>[+2]: You gain 3 life and draw a card.</div> <div>[0]: Add {C}{C}{C}.</div> <div>[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</div> </div> <div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Ugin, Eye of the Storms</div> <div> <div>7</div> </div> </div> <div> <div>Legendary Planeswalker -- Ugin</div> <div> <div>When you cast this spell, exile up to one target permanent that's one or more colors.</div> <div>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.</div> <div>[+2]: You gain 3 life and draw a card.</div> <div>[0]: Add {C}{C}{C}.</div> <div>[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</div> </div> <div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ugin's Labyrinth</div> </div> <div> <div>Land</div> <div> <div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div> <div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div> <div>{T}: Return the exiled card to its owner's hand.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                           | <div> <div>Ugin's Labyrinth</div> </div> <div> <div>Land</div> <div> <div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div> <div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div> <div>{T}: Return the exiled card to its owner's hand.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                           | <div> <div>Ugin's Labyrinth</div> </div> <div> <div>Land</div> <div> <div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div> <div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div> <div>{T}: Return the exiled card to its owner's hand.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                           |

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| <div>Ugin's Labyrinth</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ulamog, the Ceaseless Hunger 19</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>When you cast this spell, exile two target permanents.</p> <p>Indestructible</p> <p>Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.</p> </div> <div>10/10</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ulamog, the Ceaseless Hunger 19</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>When you cast this spell, exile two target permanents.</p> <p>Indestructible</p> <p>Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.</p> </div> <div>10/10</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                         | <div>World Breaker 66</div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, exile target artifact, enchantment, or land.</p> <p>Reach</p> <p>{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</p> </div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>       |
| <div>Chalice of the Void X X</div> <div>Artifact</div> <div> <p>This artifact enters with X charge counters on it.</p> <p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                               | <div>Chalice of the Void X X</div> <div>Artifact</div> <div> <p>This artifact enters with X charge counters on it.</p> <p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                 | <div>Elder Gargaroath 366</div> <div>Creature -- Beast</div> <div> <p>Reach, vigilance, trample</p> <p>Whenever this creature attacks or blocks, choose one --</p> <ul style="list-style-type: none"> <li>* Create a 3/3 green Beast creature token.</li> <li>* You gain 3 life.</li> <li>* Draw a card.</li> </ul> <p>[sideboard]</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Endurance 166</div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Reach</p> <p>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.</p> <p>Evoked--Exile a green card from your hand.</p> <p>[sideboard]</p> </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Force of Vigor</b> ②⑥⑥<br>Instant<br><p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p> <p>[sideboard]</p> <div>0/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                             | <b>Soulless Jailer</b> ②<br>Artifact Creature -- Phyrexian Golem<br><p>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</p> <p>[sideboard]</p> <div>0/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                       | <b>Surgical Extraction</b> ⑦BP<br>Instant<br><p>{B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                     | <b>The Stone Brain</b> ②<br>Legendary Artifact<br><p>{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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <b>Thought-Knot Seer</b> ③③<br>Creature -- Eldrazi<br><p>{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.</p> <p>[sideboard]</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Thought-Knot Seer</b> ③③<br>Creature -- Eldrazi<br><p>{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.</p> <p>[sideboard]</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Trinisphere</b> ③<br>Artifact<br><p>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.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Trinisphere</b> ③<br>Artifact<br><p>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.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>   |

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| <div> <div> <b>Veil of Summer</b> <span>Ⓞ</span> </div> <div> Instant <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Veil of Summer</b> <span>Ⓞ</span> </div> <div> Instant <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Wastescape Battlemage</b> <span>①</span><span>Ⓒ</span> </div> <div> Creature -- Eldrazi Wizard <div> <p>Kicker {G} and/or {1}{U}</p> <p>When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.</p> <p>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.</p> <p>[sideboard]</p> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |
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