

**G**

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

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Ⓒ

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① ②

Devoid (this card has no color.)  
 {1}{6}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)  
 Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

**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}                                                                                                                                                                        | <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}                     | <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} | <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. |
| 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>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. | <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. | <b>Delighted Halfling</b> ⑥<br><hr/> Creature -- Halfling Citizen<br><hr/> {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.                  | <b>Delighted Halfling</b> ⑥<br><hr/> Creature -- Halfling Citizen<br><hr/> {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.                                                                                                                                                                                         |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                  | <div>1/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                            | <div>1/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                   |

## Dismember



Instant

{B/P} can be paid with either {B}  
or 2 life.)  
Target creature gets -5/-5 until end  
of turn.

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of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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| <b>Emrakul, the Promised End</b> <sup>13</sup><br>Legendary Creature -- Eldrazi<br><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><br><div>13/13</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br><br>({T}: Add {G}.)<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br><br>({T}: Add {G}.)<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                               | <b>Forest</b><br>Basic Land -- Forest<br><br>({T}: Add {G}.)<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                   |
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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

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## Haywire Mite

①

Artifact Creature -- Insect

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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## Kozilek's Command

CCC

Kindred Instant -- Eldrazi

```
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.
```

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## Kozilek's Command

ⓧ Ⓒ Ⓒ

Kindred Instant -- Eldrazi

```
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
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| <div> <b>Sowing Mycospawn</b> <div> <div>3</div> <div>6</div> </div> </div> <div>           Creature -- Eldrazi Fungus         </div> <div>           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.         </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Sowing Mycospawn</b> <div> <div>3</div> <div>6</div> </div> </div> <div>           Creature -- Eldrazi Fungus         </div> <div>           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.         </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Sowing Mycospawn</b> <div> <div>3</div> <div>6</div> </div> </div> <div>           Creature -- Eldrazi Fungus         </div> <div>           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.         </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                     | <div> <b>Springleaf Drum</b> <div> <div>1</div> </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 PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                            |
| <div> <b>The Mycosynth Gardens</b> </div> <div>           Land -- Sphere         </div> <div>           {T}: Add {C}.<br/>           {1}, {T}: Add one mana of any color.<br/>           {X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                             | <div> <b>Thought-Knot Seer</b> <div> <div>3</div> <div>C</div> </div> </div> <div>           Creature -- Eldrazi         </div> <div>           ({C} represents colorless mana.)<br/>           When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>           When this creature leaves the battlefield, target opponent draws a card.         </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                          | <div> <b>Urza's Saga</b> </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 PLAY           botbox.dev         </div> | <div> <b>Urza's Saga</b> </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 PLAY           botbox.dev         </div> |

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| <div><div>Damping Sphere2</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div><div>Damping Sphere2</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div><div>Dismember1BPBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Grafdigger's Cage1</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



**G**

Destroy target artifact or enchantment. Its controller gains 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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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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⑦

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

7/7

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⑦

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Vigilance, menace  
Trample, lifelink  
Ward--Pay 7 life.

7/7

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① ② ③

Devoid (This card has no color.)  
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."

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Devoid (This card has no color.)  
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."

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

(**{C}** represents colorless mana.)  
When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.  
When this creature leaves the battlefield, target opponent draws a card.

4/4

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| <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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Warping Wail</div> <div>①C</div> </div> <div>Instant</div> <div> ({C} represents colorless mana.)<br/> Choose one --<br/> * Exile target creature with power or toughness 1 or less.<br/> * Counter target sorcery spell.<br/> * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Warping Wail</div> <div>①C</div> </div> <div>Instant</div> <div> ({C} represents colorless mana.)<br/> Choose one --<br/> * Exile target creature with power or toughness 1 or less.<br/> * Counter target sorcery spell.<br/> * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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