

## Legendary Land

{T}: Add {G}.  
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.

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## Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{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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Creature -- Elf Druid

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.

3/3

BACK FACE

## Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.

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3/3

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## Land Creature -- Forest Dryad

(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

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## 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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## Eldrazi Temple

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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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## Fanatic of Rhonas

Token Creature -- Zombie Snake Druid

**{T}: Add {G}.**  
**Ferocious -- {T}: Add {G}{G}{G}{G}.**  
**Activate only if you control a creature with power 4 or greater.**

4/4

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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>Fight Rigging26</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>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>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> |

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X
C
C

```
Choose two --
* Target player creates X 0/1
colorless Eldrazi Spawn creature
tokens with "Sacrifice this token:
Add {C}."
* Target player sacrifices X, then draws
a card.
* Exile target creature with mana
value X or less.
* Exile up to X target cards from
graveyards.
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① ⑥

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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**(X) (G)**

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.)

6/6

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6/6

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3 G

Devoid (this card has no color.)  
Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)  
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.

3/3

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3 G

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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>Turntimber Symbiosis</div> <div> <div>4</div> <div>6</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has mana value 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order.</div> <div> <div>----- BACK FACE -----</div> <div>Turntimber, Serpentine Wood</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Turntimber Symbiosis</div> <div> <div>4</div> <div>6</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has mana value 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order.</div> <div> <div>----- BACK FACE -----</div> <div>Turntimber, Serpentine Wood</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>                                                                                                                                                                                                                                                                                               |

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Legendary Creature -- Eldrazi

**Indestructible**  
Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.

10/10

Legendary Creature -- Eldrazi

Indestructible  
Whenever Ulamog attacks, defending  
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of their library.

10/10

Creature -- Shapeshifter

[sideboard]

**1/2**

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Creature -- Ouphe

[sideboard]

2/2

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Creature -- Beast

[sideboard]

6/6

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Creature -- Elemental Incarnation

[sideboard]

3/4

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| <div> <div>Endurance</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>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. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div> <div>3/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Endurance</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>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. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div> <div>3/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Fade from History</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div>Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                      | <div> <div>Fade from History</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div>Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                      |
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