

## Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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Creature -- Elf Druid

3/3

- - - BACK FACE - - -

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## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Eldrazi

7/6

- - - BACK FACE - - -

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Eldrazi

7/6

- - - BACK FACE - - -

## Land

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| <b>Dryad Arbor</b><br><hr/> Land Creature -- Forest Dryad<br><hr/> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                        | <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> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          | <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> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          | <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> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          |
| <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> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Emrakul, the Promised End (13)</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell costs {1} less to cast for each card type among cards in your graveyard.</p> <p>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.</p> <p>Flying, trample, protection from instants</p> </div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fanatic of Rhonas</div> <div>Token Creature -- Zombie Snake Druid</div> <div> <p>{T}: Add {G}.</p> <p>Ferocious -- {T}: Add {G}{G}{G}{G}.</p> <p>Activate only if you control a creature with power 4 or greater.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                              | <div>Fanatic of Rhonas</div> <div>Token Creature -- Zombie Snake Druid</div> <div> <p>{T}: Add {G}.</p> <p>Ferocious -- {T}: Add {G}{G}{G}{G}.</p> <p>Activate only if you control a creature with power 4 or greater.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                              | <div>Fanatic of Rhonas</div> <div>Token Creature -- Zombie Snake Druid</div> <div> <p>{T}: Add {G}.</p> <p>Ferocious -- {T}: Add {G}{G}{G}{G}.</p> <p>Activate only if you control a creature with power 4 or greater.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                              |
| <div>Fanatic of Rhonas</div> <div>Token Creature -- Zombie Snake Druid</div> <div> <p>{T}: Add {G}.</p> <p>Ferocious -- {T}: Add {G}{G}{G}{G}.</p> <p>Activate only if you control a creature with power 4 or greater.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                    | <div>Fight Rigging (26)</div> <div>Enchantment</div> <div> <p>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.)</p> <p>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.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fight Rigging (26)</div> <div>Enchantment</div> <div> <p>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.)</p> <p>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.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fight Rigging (26)</div> <div>Enchantment</div> <div> <p>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.)</p> <p>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.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

2 G

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

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If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

**[T]:** Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**X G**

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.

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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 scries X, then draws
  a card.
* Exile target creature with mana
  value X or less.
* Exile up to X target cards from
  graveyards.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(X)(C)(C)**

```
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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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**(X)(C)(C)**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Malevolent Rumble

① ②

## Sorcery

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}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Malevolent Rumble

① ⑥

## Sorcery

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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## Mosswort Bridge

## Land

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.)  
This land enters tapped.  
{T}: Add {G}.  
{G}, {T}: You may play the exiled card without paying its mana cost if creatures you control have total power 10 or greater.

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## Slumbering Trudge

**X G**

Creature -- Plant Beast

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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| <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>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>                                                                                                                           |



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| <b>Grafdigger's Cage</b> ①<br>Artifact<br><p>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                               | <b>Grafdigger's Cage</b> ①<br>Artifact<br><p>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Six</b> ②⑥<br>Legendary Creature -- Treefolk<br><p>Reach<br/>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.<br/>During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)</p> <p>[sideboard]</p> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Thought-Knot Seer</b> ③④<br>Creature -- Eldrazi<br><p>(<math>\{C\}</math> 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.</p> <p>[sideboard]</p> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     |
| <b>Thought-Knot Seer</b> ③④<br>Creature -- Eldrazi<br><p>(<math>\{C\}</math> 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.</p> <p>[sideboard]</p> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Torpor Orb</b> ②<br>Artifact<br><p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                       | <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 <math>\{1\}{B}</math> to cast costs <math>\{2\}{B}</math> to cast instead.)</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                 | <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 <math>\{1\}{B}</math> to cast costs <math>\{2\}{B}</math> to cast instead.)</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div>Trinisphere</div> <div>3</div> </div> <div> <div>Artifact</div> <div> <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> </div> </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> <div>Instant</div> <div> <p>({C} represents colorless mana.)<br/>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power or toughness 1 or less.</li> <li>* Counter target sorcery spell.</li> <li>* Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."</li> </ul> <p>[sideboard]</p> </div> </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> <div>Instant</div> <div> <p>({C} represents colorless mana.)<br/>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature with power or toughness 1 or less.</li> <li>* Counter target sorcery spell.</li> <li>* Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."</li> </ul> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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