## Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cavern of Souls

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Commercial District

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Eldrazi Temple

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Goudard, Mathieu - Eldrazi Ramp (CDF 2026 Destination qualifier)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Flying, trample, protection from instants

**13/13**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ghost Quarter

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Icetill Explorer (2)(G)(G)

Creature -- Insect Scout

You may play an additional land on each of your turns.
You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, mill a card.

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kozilek's Command (X)(C)(C)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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* Exile up to X target cards from graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kozilek's Return (2)(R)

Instant

Devoid (This card has no color.)
Kozilek's Return deals 2 damage to each creature.
Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kozilek's Return (2)(R)

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Devoid (This card has no color.)
Kozilek's Return deals 2 damage to each creature.
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## Kozilek's Return {2}{R}

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Devoid (This card has no color.)
Kozilek's Return deals 2 damage to each creature.
Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Malevolent Rumble {1}{G}

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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Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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## Sanctum of Ugin

Land

{T}: Add {C}.
Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shifting Woodland

Land

This land enters tapped unless you control a Forest.
{T}: Add {G}.
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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sire of Seven Deaths (7)

Creature -- Eldrazi

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

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sowing Mycospawn (3)(G)

Creature -- Eldrazi Fungus

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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When you cast this spell, if it was kicked, exile target land.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stomping Ground

Land -- Mountain Forest

({T}: Add {R} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Talisman of Impulse {2}

Artifact

{T}: Add {C}.
{T}: Add {R} or {G}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ugin, Eye of the Storms {7}

Legendary Planeswalker -- Ugin

When you cast this spell, exile up to one target permanent that's one or more colors.
Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.
[+2]: You gain 3 life and draw a card.
[0]: Add {C}{C}{C}.
[-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.

**L 7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**L 7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Goudard, Mathieu - Eldrazi Ramp (CDF 2026 Destination qualifier)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ugin's Labyrinth

Land

Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.
{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.
{T}: Return the exiled card to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Return the exiled card to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Utopia Sprawl (G)

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Utopia Sprawl (G)

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Utopia Sprawl (G)

Enchantment -- Aura

Enchant Forest
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## Utopia Sprawl {G}

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## World Breaker {6}{G}

Creature -- Eldrazi

Devoid (This card has no color.)
When you cast this spell, exile target artifact, enchantment, or land.
Reach
{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Devoid (This card has no color.)
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Reach
{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Disruptor Flute {2}

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flash
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fade from History {2}{G}{G}

Sorcery

Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Goudard, Mathieu - Eldrazi Ramp (CDF 2026 Destination qualifier)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Fade from History {2}{G}{G}

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Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghost Quarter

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Magus of the Moon {2}{R}

Creature -- Human Wizard

Nonbasic lands are Mountains.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Magus of the Moon {2}{R}

Creature -- Human Wizard

Nonbasic lands are Mountains.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Trinisphere {3}

Artifact

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.)

[sideboard]

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Turn the Earth {G}

Instant

Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Goudard, Mathieu - Eldrazi Ramp (CDF 2026 Destination qualifier)** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Untimely Malfunction {1}{R}

Instant

Choose one --
* Destroy target artifact.
* Change the target of target spell or ability with a single target.
* One or two target creatures can't block this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vexing Bauble {1}

Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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