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| <div>Bojuka Bog</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                | <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                               | <div>Devourer of Destiny 5C3</div> <div>Creature -- Eldrazi</div> <div>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.<br/>When you cast this spell, exile target permanent that's one or more colors.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Devourer of Destiny 5C3</div> <div>Creature -- Eldrazi</div> <div>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.<br/>When you cast this spell, exile target permanent that's one or more colors.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
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| <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                        | <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emrakul, the Promised End</b> 13<br>Legendary Creature -- Eldrazi<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><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emrakul, the Promised End</b> 13<br>Legendary Creature -- Eldrazi<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><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Emrakul, the Promised End</b> 13<br>Legendary Creature -- Eldrazi<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><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                             | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                    | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                    |

## Forest

Basic Land -- Forest

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

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## 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 bothox.dev

## Hedge Maze

Land -- Forest Island

({{T}}: Add {G} or {U}.)  
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 bothox.dev

## Karn, the Great Creator ④

Legendary Planeswalker -- Karn

Activated abilities of artifacts your opponents control can't be activated.

[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.

[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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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 sacrifices 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
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```

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| <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>6</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>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nulldrifter</div> <div> <div>7</div> </div> </div> <div>Creature -- Eldrazi Elemental</div> <div> <p>When you cast this spell, draw two cards.<br/>Flying<br/>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)<br/>Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                               | <div> <div>Nulldrifter</div> <div> <div>7</div> </div> </div> <div>Creature -- Eldrazi Elemental</div> <div> <p>When you cast this spell, draw two cards.<br/>Flying<br/>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)<br/>Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                               | <div> <div>Nulldrifter</div> <div> <div>7</div> </div> </div> <div>Creature -- Eldrazi Elemental</div> <div> <p>When you cast this spell, draw two cards.<br/>Flying<br/>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)<br/>Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                               |
| <div> <div>Sanctum of Ugin</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>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.</p> </div> <div> <div>3/3</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>6</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> | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</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> | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</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.</div> <div>When you cast this spell, if it was kicked, exile target land.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div> <div>{T}: Add {R} or {G}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Talisman of Curiosity</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {G} or {U}. This artifact deals 1 damage to you.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                   | <div> <div>Talisman of Curiosity</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {G} or {U}. This artifact deals 1 damage to you.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                   |
| <div> <div>Talisman of Impulse</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                       | <div> <div>Talisman of Impulse</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div>Consign to MemoryU</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Consign to MemoryU</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Consign to MemoryU</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Engineered ExplosivesX</div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br/>{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Haywire Mite</b> ①<br>Artifact Creature -- Insect<br><hr/> When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br><br>[sideboard]<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kozilek's Return</b> ②R<br>Instant<br><hr/> Devoid (This card has no color.)<br>Kozilek's Return deals 2 damage to each creature.<br>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.<br><br>[sideboard] | <b>Liquimetal Coating</b> ②<br>Artifact<br><hr/> {T}: Target permanent becomes an artifact in addition to its other types until end of turn.<br><br>[sideboard] | <b>Soulless Jailer</b> ②<br>Artifact Creature -- Phyrexian Golem<br><hr/> Permanent cards in graveyards can't enter the battlefield.<br>Players can't cast noncreature spells from graveyards or exile.<br><br>[sideboard] <div>0/4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                           |
| <b>Stone Rain</b> ②R<br>Sorcery<br><hr/> Destroy target land.<br><br>[sideboard]                                                                                                                                                                                                                         | <b>Stone Rain</b> ②R<br>Sorcery<br><hr/> Destroy target land.<br><br>[sideboard]                                                                                                                                                                                                                                                        | <b>Stone Rain</b> ②R<br>Sorcery<br><hr/> Destroy target land.<br><br>[sideboard]                                                                                | <b>The Stone Brain</b> ②<br>Legendary Artifact<br><hr/> {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.<br><br>[sideboard] |
| 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                                                                                                                                                                                                                                                                                                        |

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| <div> <div>Tormod's Crypt</div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unholy Heat</div> <div>Instant</div> <div> Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unholy Heat</div> <div>Instant</div> <div> Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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