

Abstruse Archaic

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Creature -- Avatar

Vigilance
{1}, {T}: Copy target activated or triggered ability you control from a colorless source. You may choose new targets for the copy. (Mana abilities can't be targeted.)

3/4

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All Is Dust

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Kindred Sorcery -- Eldrazi

Each player sacrifices all permanents they control that are one or more colors.

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Ancient Tomb

Land

{T}: Add **{C}{C}**. This land deals 2 damage to you.

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Artisan of Kozilek

9

Creature -- Eldrazi

When you cast this spell, you may return target creature card from your graveyard to the battlefield. Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)

10/9

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Ash Barrens

Land

{T}: Add {C}.
Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

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Basalt Monolith

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Artifact

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This artifact doesn't untap during
your untap step.
{T}: Add {C}{C}{C}.
{3}: Untap this artifact.
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Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card:
Draw a card.)

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Blast Zone

Land

This land enters with a charge counter on it.
 {T}: Add {C}.
 {X}{X}, {T}: Put X charge counters on this land.
 {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.

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Buried Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Return target artifact card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Calamity of the Titans ④③③ Sorcery As an additional cost to cast this spell, reveal a colorless creature card from your hand. Exile each creature and planeswalker with mana value less than the revealed card's mana value. 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	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cloudpost Land -- Locus This land enters tapped. {T}: Add {C} for each Locus on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduit of Ruin ⑥ Creature -- Eldrazi When you cast this spell, you may search your library for a colorless creature card with mana value 7 or greater, reveal it, then shuffle and put that card on top. The first creature spell you cast each turn costs {2} less to cast. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crystal Vein Land {T}: Add {C}. {T}, Sacrifice this land: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Indestructible
Once each turn, you may pay {0}
rather than pay the mana cost for a
colorless spell you cast from your
hand.

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6C

{C} represents colorless mana.)
At the beginning of combat on your turn, reveal the top card of your library. If a creature card is revealed this way, you may have creatures you control other than this creature become copies of that card until end of turn. You may put that card on the bottom of your library.

8/8

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For each opponent, exile up to one target permanent that player controls with an even mana value. (Zero is even.)

Adamant -- If at least three colorless mana was spent to cast this spell, return a permanent card with an odd mana value from your graveyard to the battlefield.

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Land

{T}: Add {C}.
{1}, {T}: Untap target land.

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5 C C

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.

When you cast this spell, exile target permanent that's one or more colors.

6/6

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{T}: Add {C}{C}{C}.
{3}, {T}, Sacrifice this artifact:
Draw three cards.

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8

Enchant creature
Enchanted creature gets +10/+10 and
has trample and annihilator 2.
(Whenever it attacks, defending
player sacrifices two permanents of
their choice.)

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Whenever another colorless creature you control enters, you may change this creature's base power and toughness to that creature's power and toughness until end of turn.

2/1

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Eldrazi Ravager 5C Creature -- Eldrazi Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Sacrifice two Eldrazi: Return this card from your graveyard to your hand. Cycling {2} ({2}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Emrakul, the World Anew 12 Legendary Creature -- Eldrazi When you cast this spell, gain control of all creatures target player controls. Flying, protection from spells and from permanents that were cast this turn When Emrakul leaves the battlefield, sacrifice all creatures you control. Madness--Pay six {C}. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endbringer 5C Creature -- Eldrazi Untap this creature during each other player's untap step. {T}: This creature deals 1 damage to any target. {C}, {T}: Target creature can't attack or block this turn. {C}{C}, {T}: Draw a card. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Endless One X Creature -- Eldrazi This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Everflowing Chalice 0 Artifact Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked. {T}: Add {C} for each charge counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map 1 Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eye of Ugin Legendary Land Colorless Eldrazi spells you cast cost {2} less to cast. {7}, {T}: Search your library for a colorless creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Filigree Familiar ③ Artifact Creature -- Fox When this creature enters, you gain 2 life. When this creature dies, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flayer of Loyalties ⑧③③ Creature -- Eldrazi When you cast this spell, gain control of target creature until end of turn. Untap that creature. Until end of turn, it has base power and toughness 10/10 and gains trample, annihilator 2, and haste. Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) Trample 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forsaken Monument ⑤ Legendary Artifact Colorless creatures you control get +2/+2. Whenever you tap a permanent for {C}, add an additional {C}. Whenever you cast a colorless spell, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Geode Golem ⑤ Artifact Creature -- Golem Trample Whenever this creature deals combat damage to a player, you may cast your commander from the command zone without paying its mana cost. (You still pay any additional costs.) 5/3 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	Glaring Fleshrazer ②③ Creature -- Eldrazi Drone Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimmerpost Land -- Locus When this land enters, you gain 1 life for each Locus on the battlefield. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Monolith ② Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This artifact enters tapped.
{T}: Add {C}.
{2}: This artifact becomes a 2/2
Golem artifact creature until end of
turn.

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Land

This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{3}, {T}, Sacrifice this land:
Return a creature card at random
from your graveyard to your hand.

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{T}: Add {C}{C}.
{2}, {T}, Sacrifice this artifact:
Draw two cards.
```

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As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1.

{3}, {T}: Look at the top three cards of your library. You may reveal a creature card of the chosen type from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

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Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)
Whenever an opponent sacrifices a nontoken permanent, put that card onto the battlefield under your control.

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Colorless spells you cast with mana value 7 or greater cost {1} less to cast.

Other colorless creatures you control get +1/+1.

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[+4]: Target player exiles a card
from their hand.
[-3]: Exile target permanent.
[-14]: Restart the game, leaving in
exile all non-Aura permanent cards
exiled with Karn. Then put those
cards onto the battlefield under
your control.
```

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Karn's Bastion Land {T}: Add {C}. {4}, {T}: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Scion of Urza 4 Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kozilek's Channeler 5 Creature -- Eldrazi {T}: Add {C}{C}. 4/4 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
Kozilek, the Broken Reality 9 Legendary Creature -- Eldrazi When you cast this spell, up to two target players each manifest two cards from their hands. For each card manifested this way, you draw a card. (To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) Other colorless creatures you control get +3/+2. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kozilek, the Great Distortion 8 C C Legendary Creature -- Eldrazi When you cast this spell, if you have fewer than seven cards in hand, draw cards equal to the difference. Menace Discard a card with mana value X: Counter target spell with mana value X. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liberator, Urza's Battlethopter 3 Legendary Artifact Creature -- Thopter Flash Flying You may cast colorless spells and artifact spells as though they had flash. Whenever you cast a spell, if the amount of mana spent to cast that spell is greater than Liberator's power, put a +1/+1 counter on Liberator. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mage-Ring Network Land {T}: Add {C}. {1}, {T}: Put a storage counter on this land. {T}, Remove any number of storage counters from this land: Add {C} for each storage counter removed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{1}, {T}: Untap another target artifact.  
{3}, {T}: Target creature can't be blocked this turn.
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({{C}} represents colorless mana.)
When this creature dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with mana value 3 or less. Otherwise, put that card into your hand.

3/2

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When this creature enters, destroy target nonland permanent an opponent controls.

3/3

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```
{T}: Add {C}.
{1}, {T}, Sacrifice this artifact:
Draw a card.
```

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Land

This land enters tapped.
{T}: Add {C}.
{2}{C}, {T}, Sacrifice this land:
Copy target instant or sorcery spell
you control. You may choose new
targets for the copy.
{4}{C}, {T}, Sacrifice this land:
Create a token that's a copy of
target creature you control.

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Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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You may look at the top card of your library any time.

You may cast artifact spells and colorless spells from the top of your library.

{T}, Pay 1 life: Exile the top card of your library.

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This artifact enters tapped.
{1}, {T}: Destroy all artifacts,
creatures, and enchantments.

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Not of This World 7 Kindred Instant -- Eldrazi Counter target spell or ability that targets a permanent you control. This spell costs {7} less to cast if it targets a spell or ability that targets a creature you control with power 7 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Null Elemental Blast C Instant Choose one -- * Counter target multicolored spell. * Destroy target multicolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Planar Bridge 6 Legendary Artifact {8}, {T}: Search your library for a permanent card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reality Smasher 4C Creature -- Eldrazi ({C} represents colorless mana.) Trample, haste Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rise of the Eldrazi 9CCC Sorcery This spell can't be countered. Destroy target permanent. Target player draws four cards. Take an extra turn after this one. Exile Rise of the Eldrazi. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rogue's Passage Land {T}: Add {C}. {4}, {T}: Target creature can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Scour from Existence 7 Instant Exile target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shrine of the Forsaken Gods Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless spells. Activate only if you control seven or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skittering Cicada Creature -- Insect Flash You may cast colorless spells as though they had flash. Whenever you cast a colorless spell, until end of turn, this creature gains trample and gets +X/+X, where X is that spell's mana value. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spawnbed Protector Creature -- Eldrazi At the beginning of your end step, return up to one target Eldrazi creature card from your graveyard to your hand. Create two 1/1 colorless Eldrazi Scion creature tokens with "Sacrifice this token: Add {C}." 6/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spawning Bed Land {T}: Add {C}. {6}, {T}, Sacrifice this land: Create three 1/1 colorless Eldrazi Scion creature tokens. They have "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temple of the False God Land {T}: Add {C}{C}. Activate only if you control five or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terrain Generator Land {T}: Add {C}. {2}, {T}: You may put a basic land card from your hand onto the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought-Knot Seer Creature -- Eldrazi {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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thran Dynamo Artifact {T}: Add {C}{C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Titan's Presence 3 Instant As an additional cost to cast this spell, reveal a colorless creature card from your hand. Exile target creature if its power is less than or equal to the revealed card's power. 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	Ugin, the Ineffable 6 Legendary Planeswalker -- Ugin Colorless spells you cast cost {2} less to cast. [+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand. [-3]: Destroy target permanent that's one or more colors. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ugin, the Spirit Dragon 8 Legendary Planeswalker -- Ugin [+2]: Ugin deals 3 damage to any target. [-X]: Exile each permanent with mana value X or less that's one or more colors. [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ulamog's Crusher 8 Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog, the Defiler 10 Legendary Creature -- Eldrazi When you cast this spell, target opponent exiles the top half of their library, rounded up. Ward--Sacrifice two permanents. Ulamog enters with a number of +1/+1 counters on it equal to the greatest mana value among cards in exile. Ulamog has annihilator X, where X is the number of +1/+1 counters on it. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog, the Infinite Gyre 11 Legendary Creature -- Eldrazi When you cast this spell, destroy target permanent. Indestructible Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.) When Ulamog is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Blueprints 6 Artifact Echo {6} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) {T}: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Urza's Cave

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{T}: Add {C}.
{3}, {T}, Sacrifice this land:
Search your library for a land card,
put it onto the battlefield tapped,
then shuffle.
```

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Land -- Urza's Mine

{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.

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Land -- Urza's Power-Plant

{T}: Add **{C}**. If you control an Urza's Mine and an Urza's Tower, add **{C}{C}** instead.

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Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
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.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

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Land - - Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

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Land - - Urza's

`{T}`: Add `{C}`.
Metalcraft -- `{T}`: Add `{C}` for each
Urza's land you control. Activate
only if you control three or more
artifacts.

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Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.
{4}: Put a +1/+1 counter on this creature.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

0/0

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Instant

{C} represents colorless mana.)
Choose one --

- * Exile target creature with power or toughness 1 or less.
- * Counter target sorcery spell.
- * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."

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Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worn Powerstone3 Artifact This artifact enters tapped. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zhalfirin Void Land When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zhulodok, Void Gorger5C Legendary Creature -- Eldrazi Colorless spells you cast from your hand with mana value 7 or greater have "Cascade, cascade." (When you cast one, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Then do it again.) [sideboard] 7/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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