

**G**

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

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Ⓒ

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① ②

Devoid (this card has no color.)  
 {1}{6}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)  
 Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

**2/2**

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① ⑥

Devoid (This card has no color.)  
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| <div> <b>Blade of the Bloodchief</b> </div> <div> Artifact -- Equipment </div> <div> Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br/> Equip {1} </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                       | <div> <b>Blade of the Bloodchief</b> </div> <div> Artifact -- Equipment </div> <div> Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br/> Equip {1} </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                       | <div> <b>Boseiju, Who Endures</b> </div> <div> Legendary Land </div> <div> {T}: Add {G}.<br/> 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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Boseiju, Who Endures</b> </div> <div> Legendary Land </div> <div> {T}: Add {G}.<br/> 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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Devourer of Destiny</b> </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> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Devourer of Destiny</b> </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> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Dismember</b> </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/> Target creature gets -5/-5 until end of turn. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                | <div> <b>Dismember</b> </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/> Target creature gets -5/-5 until end of turn. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                |

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| <div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div>       ({B/P} can be paid with either {B} or 2 life.)<br/>       Target creature gets -5/-5 until end of turn.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div>Eldrazi Temple</div> <div>Land</div> <div>       {T}: Add {C}.<br/>       {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                                                                                            | <div>Eldrazi Temple</div> <div>Land</div> <div>       {T}: Add {C}.<br/>       {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                                                                                            | <div>Eldrazi Temple</div> <div>Land</div> <div>       {T}: Add {C}.<br/>       {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                                                                                            |
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| <b>Emrakul, the Promised End</b> <sup>13</sup><br>Legendary Creature -- Eldrazi<br><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><br><div>13/13</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                  |
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①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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CCC

```
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

ⓧ Ⓒ Ⓒ

```
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
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓧ Ⓒ Ⓒ

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

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

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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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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.

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⑦

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

7/7

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①

When this artifact enters, exile target card from a graveyard.  
{T}, Sacrifice this artifact: Exile each opponent's graveyard.  
{1}, {T}, Sacrifice this artifact: Draw a card.

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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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3/3

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| <div> <div>Springleaf Drum</div> <div>①</div> </div> <div>Artifact</div> <div> <p>{T}, Tap an untapped creature you control: Add one mana of any color.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Talisman of Resilience</div> <div>②</div> </div> <div>Artifact</div> <div> <p>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This artifact deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                           | <div> <div>Ugin's Labyrinth</div> </div> <div>Land</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                 | <div> <div>Ugin's Labyrinth</div> </div> <div>Land</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                 |
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| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vexing Bauble1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Yavimaya, Cradle of Growth</div><div>Legendary Land</div><div>Each land is a Forest in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |
| <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 | <div><div>Grafdigger's Cage1</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                  | <div><div>Grafdigger's Cage1</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nature's Claim6</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Nature's Claim</b> ⑥</p> <p>Instant</p> <p>Destroy target artifact or enchantment. Its controller gains 4 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                     | <p><b>Pithing Needle</b> ①</p> <p>Artifact</p> <p>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                         | <p><b>The Stone Brain</b> ②</p> <p>Legendary Artifact</p> <p>{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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Thought-Knot Seer</b> ③④</p> <p>Creature -- Eldrazi</p> <p>(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.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                    |
| <p><b>Thought-Knot Seer</b> ③④</p> <p>Creature -- Eldrazi</p> <p>(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.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Trinisphere</b> ③</p> <p>Artifact</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Trinisphere</b> ③</p> <p>Artifact</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>   | <p><b>Trinisphere</b> ③</p> <p>Artifact</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

①

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.

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① ②

{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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① ②

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

- \* Exile target creature with power or toughness 1 or less.
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