

Blight Herder (5) Creature -- Eldrazi Processor When you cast this spell, you may put two cards your opponents own from exile into their owners' graveyards. If you do, create three 1/1 colorless Eldrazi Scion creature tokens. They have "Sacrifice this token: Add {C}." 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blight Herder (5) Creature -- Eldrazi Processor When you cast this spell, you may put two cards your opponents own from exile into their owners' graveyards. If you do, create three 1/1 colorless Eldrazi Scion creature tokens. They have "Sacrifice this token: Add {C}." 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blight Herder (5) Creature -- Eldrazi Processor When you cast this spell, you may put two cards your opponents own from exile into their owners' graveyards. If you do, create three 1/1 colorless Eldrazi Scion creature tokens. They have "Sacrifice this token: Add {C}." 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clash of Wills (X)(U) Instant Counter target spell unless its controller pays {X}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clash of Wills (X)(U) Instant Counter target spell unless its controller pays {X}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dig Through Time (6)(U)(U) Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dig Through Time (6)(U)(U) Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dig Through Time (6)(U)(U) Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Grave Birthing2B Instant Devoid (This card has no color.) Target opponent exiles a card from their graveyard. You create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grave Birthing2B Instant Devoid (This card has no color.) Target opponent exiles a card from their graveyard. You create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horribly Awry1U Instant Devoid (This card has no color.) Counter target creature spell with mana value 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horribly Awry1U Instant Devoid (This card has no color.) Counter target creature spell with mana value 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Horribly Awry 1 U Instant Devoid (This card has no color.) Counter target creature spell with mana value 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horribly Awry 1 U Instant Devoid (This card has no color.) Counter target creature spell with mana value 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Languish 2 B B Sorcery All creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Languish 2 B B Sorcery All creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Narset Transcendent 2 W U Legendary Planeswalker -- Narset [+1]: Look at the top card of your library. If it's a noncreature, nonland card, you may reveal it and put it into your hand. [-2]: When you next cast an instant or sorcery spell from your hand this turn, it gains rebound. (Exile the spell as it resolves. At the beginning of your next upkeep, you may cast that card from exile without paying its mana cost.) [-9]: You get an emblem with "Your opponents can't cast noncreature spells." L6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W U

[+1]: Look at the top card of your library. If it's a noncreature, nonland card, you may reveal it and put it into your hand.

[-2]: When you next cast an instant or sorcery spell from your hand this turn, it gains rebound. (Exile the spell as it resolves. At the beginning of your next upkeep, you may cast that card from exile without paying its mana cost.)

[-9]: You get an emblem with "Your opponents can't cast noncreature spells."

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2 B

Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.

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

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

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(**{T}**: Add **{W}** or **{U}**.)
This land enters tapped unless you control two or more basic lands.

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Prairie Stream

Land -- Plains Island

(**{T}**: Add **{W}** or **{U}**.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scour from Existence ⑦

Instant

Exile target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Exile target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Vent

Land

This land enters tapped.
{T}: Add {W} or {B}.
{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.
It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Vent

Land

This land enters tapped.
{T}: Add {W} or {B}.
{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.
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This land enters tapped.
{T}: Add {W} or {B}.
{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.
It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shrine of the Forsaken Gods

Land

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{T}: Add {C}.
{T}: Add {C}{C}. Spend this mana
only to cast colorless spells.
Activate only if you control seven
or more lands.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {C}{C}. Spend this mana
only to cast colorless spells.
Activate only if you control seven
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Activate only if you control seven
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Enchantment

When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Enchantment

When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

Instant

Devoid (This card has no color.)
Counter target spell unless its
controller pays {4}. If that spell
is countered this way, exile it
instead of putting it into its
owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Instant

Devoid (This card has no color.)
Counter target spell unless its
controller pays {4}. If that spell
is countered this way, exile it
instead of putting it into its
owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Shrivel 2 U Instant Devoid (This card has no color.) Counter target spell unless its controller pays {4}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Shrivel 2 U Instant Devoid (This card has no color.) Counter target spell unless its controller pays {4}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunken Hollow Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunken Hollow Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sunken Hollow Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Transgress the Mind 1 B Sorcery Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Transgress the Mind 1 B Sorcery Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ulamog, the Ceaseless Hunger (10) Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog, the Ceaseless Hunger (10) Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utter End (2)(W)(B) Instant Exile target nonland permanent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utter End (2)(W)(B) Instant Exile target nonland permanent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Adverse Conditions (3)(U) Instant Devoid (This card has no color.) Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adverse Conditions (3)(U) Instant Devoid (This card has no color.) Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arashin Cleric (1)(W) Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fathom Feeder (U)(B) Creature -- Eldrazi Drone Devoid (This card has no color.) Deathtouch Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of their library.) {3}{U}{B}: Draw a card. Each opponent exiles the top card of their library. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fathom Feeder (U)(B) Creature -- Eldrazi Drone Devoid (This card has no color.) Deathtouch Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of their library.) {3}{U}{B}: Draw a card. Each opponent exiles the top card of their library. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fathom Feeder (U)(B) Creature -- Eldrazi Drone Devoid (This card has no color.) Deathtouch Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of their library.) {3}{U}{B}: Draw a card. Each opponent exiles the top card of their library. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ojutai's Command (2)(W)(U) Instant Choose two -- * Return target creature card with mana value 2 or less from your graveyard to the battlefield. * You gain 4 life. * Counter target creature spell. * Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ojutai's Command (2)(W)(U) Instant Choose two -- * Return target creature card with mana value 2 or less from your graveyard to the battlefield. * You gain 4 life. * Counter target creature spell. * Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ojutai's Command (2)(W)(U) Instant Choose two -- * Return target creature card with mana value 2 or less from your graveyard to the battlefield. * You gain 4 life. * Counter target creature spell. * Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Self-Inflicted Wound (1)(B) Sorcery Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Righteousness (1)(W) Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Righteousness (1)(W) Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PortalIsland2 - Standard (Standard Daily Swiss)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Surge of Righteousness ①⑤

Instant

Destroy target black or red creature that's attacking or blocking. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surge of Righteousness ①⑤

Instant

Destroy target black or red creature that's attacking or blocking. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ulamog, the Ceaseless Hunger ⑩

Legendary Creature -- Eldrazi

When you cast this spell, exile two target permanents.

Indestructible

Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.

[sideboard]

10/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev