

Ancient Tomb

Land

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

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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.

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As this land enters, choose a creature type.
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City of Traitors <hr/> Land <hr/> When you play another land, sacrifice this land. {T}: Add {C}{C}.	City of Traitors <hr/> Land <hr/> When you play another land, sacrifice this land. {T}: Add {C}{C}.	City of Traitors <hr/> Land <hr/> When you play another land, sacrifice this land. {T}: Add {C}{C}.	Eldrazi Temple <hr/> Land <hr/> {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	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eldrazi Temple <hr/> Land <hr/> {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.	Eldrazi Temple <hr/> Land <hr/> {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.	Eldrazi Temple <hr/> Land <hr/> {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.	Elvish Spirit Guide ②⑥ <hr/> Creature -- Elf Spirit <hr/> Exile this card from your hand: Add {G}.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide (2)(G) Creature -- Elf Spirit Exile this card from your hand: Add {G}. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Spirit Guide (2)(G) Creature -- Elf Spirit Exile this card from your hand: Add {G}. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Spirit Guide (2)(G) Creature -- Elf Spirit Exile this card from your hand: Add {G}. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	It That Heralds the End (1)(C) Creature -- Eldrazi Drone Colorless spells you cast with mana value 7 or greater cost {1} less to cast. Other colorless creatures you control get +1/+1. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> It That Heralds the End (1)(C) </div> <div> Creature -- Eldrazi Drone </div> <div> <p>Colorless spells you cast with mana value 7 or greater cost {1} less to cast.</p> <p>Other colorless creatures you control get +1/+1.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> It That Heralds the End (1)(C) </div> <div> Creature -- Eldrazi Drone </div> <div> <p>Colorless spells you cast with mana value 7 or greater cost {1} less to cast.</p> <p>Other colorless creatures you control get +1/+1.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> It That Heralds the End (1)(C) </div> <div> Creature -- Eldrazi Drone </div> <div> <p>Colorless spells you cast with mana value 7 or greater cost {1} less to cast.</p> <p>Other colorless creatures you control get +1/+1.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kozilek's Command (X)(C)(C) </div> <div> Kindred Instant -- Eldrazi </div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> * 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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Playtest cards - ironclaw2016 - Legacy (Legacy League)

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

<div> Once Upon a Time 16 </div> <div> Instant </div> <div> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Reality Smasher 4C </div> <div> Creature -- Eldrazi </div> <div> <p>{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.</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Reality Smasher 4C </div> <div> Creature -- Eldrazi </div> <div> <p>{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.</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Reality Smasher 4C </div> <div> Creature -- Eldrazi </div> <div> <p>{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.</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

<p>Sowing Mycospawn (3)(G)</p> <p>Creature -- Eldrazi Fungus</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Thought-Knot Seer (3)(C)</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>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Thought-Knot Seer (3)(C)</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>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Thought-Knot Seer (3)(C)</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>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Thought-Knot Seer (3)(C)</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>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Vexing Bauble (1)</p> <p>Artifact</p> <p>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.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Vexing Bauble (1)</p> <p>Artifact</p> <p>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.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Vexing Bauble (1)</p> <p>Artifact</p> <p>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.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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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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Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land

$$\{T\}: \text{Add } \{C\}.$$

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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

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6 G

Creature -- Eldrazi

Devoid (This card has no color.)
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5/7

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sheet 7/10 - 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.

<div> <div>World Breaker</div> <div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell, exile target artifact, enchantment, or land.</div> <div>Reach</div> <div>{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>World Breaker</div> <div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell, exile target artifact, enchantment, or land.</div> <div>Reach</div> <div>{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Yavimaya, Cradle of Growth</div> <div></div> </div> <div> <div>Legendary Land</div> <div> <div>Each land is a Forest in addition to its other land types.</div> </div> <div></div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Yavimaya, Cradle of Growth</div> <div></div> </div> <div> <div>Legendary Land</div> <div> <div>Each land is a Forest in addition to its other land types.</div> </div> <div></div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Disruptor Flute</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>Flash</div> <div>As this artifact enters, choose a card name.</div> <div>Spells with the chosen name cost {3} more to cast.</div> <div>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Disruptor Flute</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>Flash</div> <div>As this artifact enters, choose a card name.</div> <div>Spells with the chosen name cost {3} more to cast.</div> <div>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Disruptor Flute</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>Flash</div> <div>As this artifact enters, choose a card name.</div> <div>Spells with the chosen name cost {3} more to cast.</div> <div>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Thorn of Amethyst</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>Noncreature spells cost {1} more to cast.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

②

Noncreature spells cost {1} more to cast.

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②

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{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearses power and toughness are each equal to the number of cards exiled with it. Crew 2

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②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Kicker {G} and/or {1}{U}
When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.
When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand.

2/2

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Wastescape Battlemage ①③

Creature -- Eldrazi Wizard

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When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.
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[sideboard]

2/2

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[sideboard]

2/2

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