

<div><div>Barbarian Ring</div><div>Land</div><div><p>{T}: Add {R}. This land deals 1 damage to you.</p><p>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bountiful Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Brainsurge</div><div>Instant</div><div><p>Draw four cards, then put two cards from your hand on top of your library in any order.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cyclops Superconductor</div><div>Creature -- Cyclops Wizard</div><div><p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p><p>When this creature enters, you get {E}{E}{E} (three energy counters). When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target.</p></div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Deep Analysis</div><div>Sorcery</div><div><p>Target player draws two cards.</p><p>Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Disciple of Freyalise</div><div>Creature -- Elf Druid</div><div><p>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</p></div><div>[sideboard]</div><div>3/3</div><div>--- BACK FACE ---</div><div><div>Garden of Freyalise</div><div>Land</div><div><p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p><p>{T}: Add {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Drowner of Truth</div><div>Creature -- Eldrazi</div><div><p>Devoid (This card has no color.)</p><p>When you cast this spell, if {C} was spent to cast it, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p></div><div>[sideboard]</div><div>7/6</div><div>--- BACK FACE ---</div><div><div>Drowned Jungle</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {G} or {U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Eldrazi Repurposer</div><div>Creature -- Eldrazi Drone</div><div><p>Devoid (This card has no color.)</p><p>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p></div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

②③

Flash
Flying
When this creature enters, you get {E}{E} (two energy counters).
At the beginning of your first main phase, tap this creature unless you pay {E}.

3/1

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① ②

Devoid (This card has no color.)
Flying
Whenever you draw your second card
each turn, create a 0/1 colorless
Eldrazi Spawn creature token with
"Sacrifice this token: Add {C}."

2/1

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②③

You may have this enchantment enter as a copy of an enchantment you control, except it has "At the beginning of your upkeep, you may exile this enchantment. If you do, return it to the battlefield under its owner's control."

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2 R R

Flying
Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has "{R}: This creature gets +1/+0 until end of turn."

2/2

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① ②

Destroy target creature with flying.
Reinforce 2--{2}{G} ({2}{G}, Discard
this card: Put two +1/+1 counters on
target creature.)

2/2

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G

Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.

x.dev

②③

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.

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②③

Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."

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<div> <div>Horrific Assault</div> <div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. If you control an Eldrazi, you gain 3 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Kozilek's Unsealing</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Enchantment</div> <div> <p>Devoid (This card has no color.) Whenever you cast a creature spell with mana value 4, 5, or 6, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>Whenever you cast a creature spell with mana value 7 or greater, draw three cards.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mountain</div> </div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Nyxborn Hydra</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Enchantment Creature -- Hydra</div> <div> <p>Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)</p> <p>Reach, trample</p> <p>This permanent enters with X +1/+1 counters on it.</p> <p>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</p> <p>[sideboard]</p> </div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Nyxborn Unicorn</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment Creature -- Unicorn</div> <div> <p>Bestow {3}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)</p> <p>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)</p> <p>Enchanted creature gets +2/+2 and has mentor.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Perilous Landscape</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Petrifying Meddler</div> <div> <div>4</div> <div>U</div> </div> </div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.) When you cast this spell, tap up to one target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> <p>Reach</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Petrifying Meddler</div> <div> <div>4</div> <div>U</div> </div> </div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.) When you cast this spell, tap up to one target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> <p>Reach</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

3 R G

Devoid (This card has no color.)
When you cast this spell and
whenever this creature attacks, put
a +1/+1 counter on each colorless
creature you control.
Trample

5/5

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

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U

Draw a card. You get {E}{E} (two energy counters).

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8

Emerge {5}{C}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, tap up to two target permanents. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)

5/5

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① ②

Flash
Enchant creature
Enchanted creature loses all abilities and has base power and toughness 1/1.
{2}{C}: Exile enchanted creature.

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① ②

Flash
Enchant creature
Enchanted creature loses all
abilities and has base power and
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{2}{C}: Exile enchanted creature.

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①②R

Devoid (This card has no color.)
Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.)
If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste.

3/1

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<div><div>Warped Tusker7</div><div>Creature -- Eldrazi Boar Beast</div><div>Reach When you cast or cycle Warped Tusker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{6} ({2}{6}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>6/8</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Warped Tusker7</div><div>Creature -- Eldrazi Boar Beast</div><div>Reach When you cast or cycle Warped Tusker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{6} ({2}{6}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>6/8</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>		