

Bonders' Enclave

Land

{T}: Add {C}.
{3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
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.

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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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Devourer of Destiny 5CC

Creature -- Eldrazi

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devourer of Destiny (5)(C)(C)

Creature -- Eldrazi

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drowner of Truth (5)(G)(U)

Creature -- Eldrazi

```
Devoid (This card has no color.)
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}."
```

7/6

- - - BACK FACE - - -

Drowned Jungle

Land

This land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Drowner of Truth <div> 5 6/11 6/11 </div> </div> <div> Creature -- Eldrazi </div> <div> Devoid (This card has no color.) 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}." </div> <div> <div>7/6</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> Drowned Jungle </div> <div> Land </div> <div> This land enters tapped. {T}: Add {G} or {U}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Eldrazi Temple </div> <div> Land </div> <div> {T}: Add {C}. {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>	<div> <div> Eldrazi Temple </div> <div> Land </div> <div> {T}: Add {C}. {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>	<div> <div> Eldrazi Temple </div> <div> Land </div> <div> {T}: Add {C}. {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>
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Fanatic of Rhonas

Token Creature -- Zombie Snake Druid

{T}: Add {G}.
Ferocious -- {T}: Add {G}{G}{G}{G}.
 Activate only if you control a creature with power 4 or greater.

4/4

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Forest

Basic Land -- Forest

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

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Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

[T]: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kozilek's Command

ⓧ Ⓒ Ⓒ

Kindred Instant -- Eldrazi

```
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
graveyards.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kozilek's Command

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Playtest cards - FletcherPullUp - Modern (Modern Challenge 64)

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 3/10 - 8 cards - 2.5 x 3.5 in each

<p>Six (2)(6)</p> <p>Legendary Creature -- Treefolk</p> <p>Reach Whenever Six attacks, mill three cards. You may put a land card from among them into your hand. During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Six (2)(6)</p> <p>Legendary Creature -- Treefolk</p> <p>Reach Whenever Six attacks, mill three cards. You may put a land card from among them into your hand. During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Six (2)(6)</p> <p>Legendary Creature -- Treefolk</p> <p>Reach Whenever Six attacks, mill three cards. You may put a land card from among them into your hand. During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sowing Mycospawn (3)(6)</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>
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Ugin's Labyrinth

Land

Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.

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Wastes

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

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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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<div><div><div>Wumpus Aberration</div><div>36</div></div><div>Creature -- Eldrazi Beast</div><div>Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wumpus Aberration</div><div>36</div></div><div>Creature -- Eldrazi Beast</div><div>Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wumpus Aberration</div><div>36</div></div><div>Creature -- Eldrazi Beast</div><div>Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wumpus Aberration</div><div>36</div></div><div>Creature -- Eldrazi Beast</div><div>Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Chalice of the Void</div><div>X(X)</div></div><div>Artifact</div><div>This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Chalice of the Void</div><div>X(X)</div></div><div>Artifact</div><div>This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Chalice of the Void</div><div>X(X)</div></div><div>Artifact</div><div>This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Chalice of the Void</div><div>X(X)</div></div><div>Artifact</div><div>This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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