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| <div> <div>Bonders' Enclave</div> <div>Land</div> <div> {T}: Add {C}.<br/> {3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                       | <div> <div>Boseiju, Who Endures</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> | <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.<br/> Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                    | <div> <div>Devourer of Destiny 5CC</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                            |
| <div> <div>Devourer of Destiny 5CC</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Devourer of Destiny 5CC</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>             | <div> <div>Devourer of Destiny 5CC</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Drowner of Truth 56/6/1</div> <div>Creature -- Eldrazi</div> <div> Devoid (This card has no color.)<br/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>Drowned Jungle</div> <div>Land</div> <div> This land enters tapped.<br/> {T}: Add {G} or {U}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

5 G/U G/U

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

## Land

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

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## Land

{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

## Land

{T}: Add {C}.  
{T}: Add {C}{C}. Spend this mana  
only to cast colorless Eldrazi  
spells or activate abilities of  
colorless Eldrazi.

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## Land

{T}: Add {C}.  
{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

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## Land

{T}: Add {C}.  
{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

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## 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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## 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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Fanatic of Rhonas</div><div>Token Creature -- Zombie Snake Druid</div><div><div>{T}: Add {G}.</div><div>Ferocious -- {T}: Add {G}{G}{G}{G}.</div><div>Activate only if you control a creature with power 4 or greater.</div></div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                    | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                    | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                    |
| <div><div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   | <div><div><div>Kozilek's Command</div><div>Kindred Instant -- Eldrazi</div><div><div>Choose two --</div><div>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div><div>* Target player scries X, then draws a card.</div><div>* Exile target creature with mana value X or less.</div><div>* Exile up to X target cards from graveyards.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kozilek's Command</div><div>Kindred Instant -- Eldrazi</div><div><div>Choose two --</div><div>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div><div>* Target player scries X, then draws a card.</div><div>* Exile target creature with mana value X or less.</div><div>* Exile up to X target cards from graveyards.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kozilek's Command</div><div>Kindred Instant -- Eldrazi</div><div><div>Choose two --</div><div>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div><div>* Target player scries X, then draws a card.</div><div>* Exile target creature with mana value X or less.</div><div>* Exile up to X target cards from graveyards.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Kozilek's Command</div><div><div>X</div><div>C</div><div>C</div></div></div> <div>Kindred Instant -- Eldrazi</div> <div>Choose two --<br/>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>* Target player scries X, then draws a card.<br/>* Exile target creature with mana value X or less.<br/>* Exile up to X target cards from graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Prismatic Vista</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Prismatic Vista</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                | <div>Prismatic Vista</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                |
| <div>Prismatic Vista</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                               | <div>Shifting Woodland</div> <div>Land</div> <div>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Six</div> <div>Legendary Creature -- Treefolk</div> <div>Reach<br/>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.<br/>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.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Six</div> <div>Legendary Creature -- Treefolk</div> <div>Reach<br/>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.<br/>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.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Six</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div> <div>Legendary Creature -- Treefolk</div> <div> <div>Reach</div> <div>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.</div> <div>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.)</div> </div> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>  | <div> <div>Six</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div> <div>Legendary Creature -- Treefolk</div> <div> <div>Reach</div> <div>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.</div> <div>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.)</div> </div> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>  | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div> <div>Creature -- Eldrazi Fungus</div> <div> <div>Devoid (This card has no color.)</div> <div>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</div> <div>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</div> <div>When you cast this spell, if it was kicked, exile target land.</div> </div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div> <div>Creature -- Eldrazi Fungus</div> <div> <div>Devoid (This card has no color.)</div> <div>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</div> <div>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</div> <div>When you cast this spell, if it was kicked, exile target land.</div> </div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
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| <div> <div>Thought-Knot Seer</div> <div> <div>3</div> <div>C</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> <div> <div>{C} represents colorless mana.)</div> <div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</div> <div>When this creature leaves the battlefield, target opponent draws a card.</div> </div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Thought-Knot Seer</div> <div> <div>3</div> <div>C</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> <div> <div>{C} represents colorless mana.)</div> <div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</div> <div>When this creature leaves the battlefield, target opponent draws a card.</div> </div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Trinisphere</div> <div> <div>3</div> </div> </div> <div> <div>Artifact</div> <div> <div>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.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Trinisphere</div> <div> <div>3</div> </div> </div> <div> <div>Artifact</div> <div> <div>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.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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| <div> <div>Ugin's Labyrinth</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.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{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> <div>Ugin's Labyrinth</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.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{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> <div>Wastes</div> <div>Basic Land</div> <div> <p>{T}: Add {C}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                           | <div> <div>Wastes</div> <div>Basic Land</div> <div> <p>{T}: Add {C}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                           |
| <div> <div>World Breaker</div> <div> <div>66</div> <div>Creature -- Eldrazi</div> </div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, exile target artifact, enchantment, or land.</p> <p>Reach</p> <p>{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</p> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>World Breaker</div> <div> <div>66</div> <div>Creature -- Eldrazi</div> </div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, exile target artifact, enchantment, or land.</p> <p>Reach</p> <p>{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</p> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>World Breaker</div> <div> <div>66</div> <div>Creature -- Eldrazi</div> </div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, exile target artifact, enchantment, or land.</p> <p>Reach</p> <p>{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</p> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>World Breaker</div> <div> <div>66</div> <div>Creature -- Eldrazi</div> </div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, exile target artifact, enchantment, or land.</p> <p>Reach</p> <p>{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</p> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

Playtest cards - Bertram - Modern (Modern 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 7/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                  |
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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.)<br/>When you cast this spell, if {C}<br/>wasn't spent to cast it, target<br/>opponent may put a creature card<br/>from their hand onto the<br/>battlefield.<br/>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.)<br/>When you cast this spell, if {C}<br/>wasn't spent to cast it, target<br/>opponent may put a creature card<br/>from their hand onto the<br/>battlefield.<br/>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.)<br/>When you cast this spell, if {C}<br/>wasn't spent to cast it, target<br/>opponent may put a creature card<br/>from their hand onto the<br/>battlefield.<br/>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.)<br/>When you cast this spell, if {C}<br/>wasn't spent to cast it, target<br/>opponent may put a creature card<br/>from their hand onto the<br/>battlefield.<br/>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<br/>counters on it.<br/>Whenever a player casts a spell with<br/>mana value equal to the number of<br/>charge counters on this artifact,<br/>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<br/>counters on it.<br/>Whenever a player casts a spell with<br/>mana value equal to the number of<br/>charge counters on this artifact,<br/>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<br/>counters on it.<br/>Whenever a player casts a spell with<br/>mana value equal to the number of<br/>charge counters on this artifact,<br/>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<br/>counters on it.<br/>Whenever a player casts a spell with<br/>mana value equal to the number of<br/>charge counters on this artifact,<br/>counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           |

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Activated abilities of artifacts and creatures can't be activated unless they're mana abilities.

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This spell costs {1} less to cast for each card type among cards in your graveyard.

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.

Flying, trample, protection from  
instants

13/13

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## 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.

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Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

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