

## Breeding Pool

Land -- Forest Island

( $\{T\}$ : Add  $\{G\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Commercial District

Land -- Mountain Forest

({{T}: Add {R} or {G}.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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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

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

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When you cast this spell, exile target permanent that's one or more colors.

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## Eldrazi Temple

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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| <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br><div>13/13</div>                                                                                                                                                                                        | <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br><div>13/13</div> | <b>Emrakul, the Promised End</b> 13<br>Legendary Creature -- Eldrazi<br>This spell costs {1} less to cast for each card type among cards in your graveyard.<br>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.<br>Flying, trample, protection from instants<br><div>13/13</div> | <b>Emrakul, the Promised End</b> 13<br>Legendary Creature -- Eldrazi<br>This spell costs {1} less to cast for each card type among cards in your graveyard.<br>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.<br>Flying, trample, protection from instants<br><div>13/13</div> |
| <b>Emrakul, the Promised End</b> 13<br>Legendary Creature -- Eldrazi<br>This spell costs {1} less to cast for each card type among cards in your graveyard.<br>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.<br>Flying, trample, protection from instants<br><div>13/13</div> | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><div>13/13</div>                                                                                                             | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><div>13/13</div>                                                                                                                                                                                                                                                                                                    | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><div>13/13</div>                                                                                                                                                                                                                                                                                                    |

## Hedge Maze

Land -- Forest Island

([T]: Add [G] or [U].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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Kozilek's Command (X)(C)(C)

Kindred Instant -- Eldrazi

```
Choose two --
* 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.
```

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Kozilek's Command   

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**Kozilek's Command** (X)(C)(C)

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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.
```

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## Kozilek's Return (2) (R)

Instant

Devoid (This card has no color.)  
Kozilek's Return deals 2 damage to each creature.  
Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature.

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| <div><div>Malevolent Rumble</div><div><div>1</div><div>6</div></div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Malevolent Rumble</div><div><div>1</div><div>6</div></div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Malevolent Rumble</div><div><div>1</div><div>6</div></div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Malevolent Rumble</div><div><div>1</div><div>6</div></div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Misty Rainforest</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                          | <div><div>Misty Rainforest</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                          | <div><div>Misty Rainforest</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                          | <div><div>Misty Rainforest</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                          |

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| <p><b>Nulldrifter</b> 7</p> <p>Creature -- Eldrazi Elemental</p> <p>When you cast this spell, draw two cards.</p> <p>Flying</p> <p>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)</p> <p>Evolve {2}{U} (You may cast this spell for its evolve cost. If you do, it's sacrificed when it enters.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                   | <p><b>Nulldrifter</b> 7</p> <p>Creature -- Eldrazi Elemental</p> <p>When you cast this spell, draw two cards.</p> <p>Flying</p> <p>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)</p> <p>Evolve {2}{U} (You may cast this spell for its evolve cost. If you do, it's sacrificed when it enters.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nulldrifter</b> 7</p> <p>Creature -- Eldrazi Elemental</p> <p>When you cast this spell, draw two cards.</p> <p>Flying</p> <p>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)</p> <p>Evolve {2}{U} (You may cast this spell for its evolve cost. If you do, it's sacrificed when it enters.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                      | <p><b>Portent of Calamity</b> X U</p> <p>Sorcery</p> <p>Reveal the top X cards of your library. For each card type, you may exile a card of that type from among them. Put the rest into your graveyard. You may cast a spell from among the exiled cards without paying its mana cost if you exiled four or more cards this way. Then put the rest of the exiled cards into your hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>    |
| <p><b>Portent of Calamity</b> X U</p> <p>Sorcery</p> <p>Reveal the top X cards of your library. For each card type, you may exile a card of that type from among them. Put the rest into your graveyard. You may cast a spell from among the exiled cards without paying its mana cost if you exiled four or more cards this way. Then put the rest of the exiled cards into your hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sanctum of Ugin</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                        | <p><b>Sowing Mycospawn</b> 3 6</p> <p>Creature -- Eldrazi Fungus</p> <p>Devoid (This card has no color.)</p> <p>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</p> <p>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>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><b>Sowing Mycospawn</b> 3 6</p> <p>Creature -- Eldrazi Fungus</p> <p>Devoid (This card has no color.)</p> <p>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</p> <p>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>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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| <div><div><div>Talisman of Impulse②</div><div>Artifact</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div><div>Talisman of Impulse②</div><div>Artifact</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div><div>Ugin's Labyrinth</div><div>Land</div><div><div><div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div><div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div><div>{T}: Return the exiled card to its owner's hand.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ugin's Labyrinth</div><div>Land</div><div><div><div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div><div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div><div>{T}: Return the exiled card to its owner's hand.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Ugin's Labyrinth</div><div>Land</div><div><div><div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div><div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div><div>{T}: Return the exiled card to its owner's hand.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ugin's Labyrinth</div><div>Land</div><div><div><div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div><div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div><div>{T}: Return the exiled card to its owner's hand.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Utopia Sprawl⑥</div><div>Enchantment -- Aura</div><div><div><div><div>Enchant Forest</div><div>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div><div>Utopia Sprawl⑥</div><div>Enchantment -- Aura</div><div><div><div><div>Enchant Forest</div><div>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 |

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| <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color.<br>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.                                    | <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color.<br>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.                                    | <b>Wooded Foothills</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.                                                                                                   | <b>Writhing Chrysalis</b> <span>②</span> <span>Ⓡ</span> <span>Ⓞ</span><br><hr/> Creature -- Eldrazi Drone<br><hr/> Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature. |
| 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>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                    |
| <b>Consign to Memory</b> <span>Ⓢ</span><br><hr/> Instant<br><hr/> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br>Counter target triggered ability or colorless spell.<br><br>[sideboard] | <b>Consign to Memory</b> <span>Ⓢ</span><br><hr/> Instant<br><hr/> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br>Counter target triggered ability or colorless spell.<br><br>[sideboard] | <b>Consign to Memory</b> <span>Ⓢ</span><br><hr/> Instant<br><hr/> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br>Counter target triggered ability or colorless spell.<br><br>[sideboard] | <b>Consign to Memory</b> <span>Ⓢ</span><br><hr/> Instant<br><hr/> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br>Counter target triggered ability or colorless spell.<br><br>[sideboard]                                                                                    |
| 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                                                                                                                                                                                                                                                                                                                   |

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| <div><div><div>Kozilek's Return</div><div><div>2</div><div>R</div></div></div><div><div>Instant</div><div>Devoid (This card has no color.)<br/>Kozilek's Return deals 2 damage to each creature.<br/>Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Nature's Claim</div><div><div>6</div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Nature's Claim</div><div><div>6</div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spell Snare</div><div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Spell Snare</div><div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                  | <div><div><div>Stone Rain</div><div><div>2</div><div>R</div></div></div><div><div>Sorcery</div><div>Destroy target land.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         | <div><div><div>Stone Rain</div><div><div>2</div><div>R</div></div></div><div><div>Sorcery</div><div>Destroy target land.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         | <div><div><div>Stone Rain</div><div><div>2</div><div>R</div></div></div><div><div>Sorcery</div><div>Destroy target land.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>         |

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Creatures entering don't cause abilities to trigger.

[sideboard]

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