

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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.

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5 C C

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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6/6

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1 C R

Devoid (This card has no color.)
Trample
At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.

3/3

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Eldrazi Linebreaker ①②③ Creature -- Eldrazi Devoid (This card has no color.) Trample At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldrazi Linebreaker ①②③ Creature -- Eldrazi Devoid (This card has no color.) Trample At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldrazi Linebreaker ①②③ Creature -- Eldrazi Devoid (This card has no color.) Trample At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 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. 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.

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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.

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Glaring Fleshraker (2)(C)

Creature -- Eldrazi Drone

Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature with "Sacrifice this creature: Add {C}."
Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

2/2

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Glaring Fleshraker (2C)

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Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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Grim Monolith (2)

Artifact

```
This artifact doesn't untap during
your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.
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②

This artifact doesn't untap during your untap step.

{4}: Untap this artifact.

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Colorless spells you cast with mana value 7 or greater cost {1} less to cast.

Other colorless creatures you control get +1/+1.

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2/2

① ②

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```
Choose two --
* Target player creates X 0/1
colorless Eldrazi Spawn creature
tokens with "Sacrifice this token:
Add {C} "
```

```
* Target player scores 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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CCC

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Choose two --
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* Exile target creature with mana value X or less.

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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nulldrifter 7 Creature -- Eldrazi Elemental When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nulldrifter 7 Creature -- Eldrazi Elemental When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nulldrifter 7 Creature -- Eldrazi Elemental When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
The One Ring④ Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The One Ring④ Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought-Knot Seer③④ Creature -- Eldrazi {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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought-Knot Seer③④ Creature -- Eldrazi {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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thought-Knot Seer (3)(C) Creature -- Eldrazi {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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought-Knot Seer (3)(C) Creature -- Eldrazi {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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Damping Sphere (2) Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Sphere (2) Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helm of Obedience (4) Artifact {X}, {T}: Target opponent mills a card, then repeats this process until a creature card or X cards have been put into their graveyard this way, whichever comes first. If one or more creature cards were put into that graveyard this way, sacrifice this artifact and put one of them onto the battlefield under your control. X can't be 0. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Null Rod 2 Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Null Rod 2 Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Null Rod 2 Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wastescape Battlemage ①③

Creature -- Eldrazi Wizard

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.

[sideboard]

2/2

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