

## 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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## 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)

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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## 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>Emrakul, the Promised End</b> <sup>13</sup><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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emrakul, the Promised End</b> <sup>13</sup><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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emrakul, the Promised End</b> <sup>13</sup><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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                | <b>Herigast, Erupting Nullkite</b> <sup>9</sup><br>Legendary Creature -- Eldrazi Dragon<br>Emerge {6}{R}{R} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)<br>When you cast this spell, you may exile your hand. If you do, draw three cards.<br>Flying<br>Each creature spell you cast has emerge. The emerge cost is equal to its mana cost.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Herigast, Erupting Nullkite</b> ⑨<br>Legendary Creature -- Eldrazi Dragon<br>Emerge {6}{R}{R} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)<br>When you cast this spell, you may exile your hand. If you do, draw three cards.<br>Flying<br>Each creature spell you cast has emerge. The emerge cost is equal to its mana cost.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Herigast, Erupting Nullkite</b> ⑨<br>Legendary Creature -- Eldrazi Dragon<br>Emerge {6}{R}{R} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)<br>When you cast this spell, you may exile your hand. If you do, draw three cards.<br>Flying<br>Each creature spell you cast has emerge. The emerge cost is equal to its mana cost.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Herigast, Erupting Nullkite</b> ⑨<br>Legendary Creature -- Eldrazi Dragon<br>Emerge {6}{R}{R} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)<br>When you cast this spell, you may exile your hand. If you do, draw three cards.<br>Flying<br>Each creature spell you cast has emerge. The emerge cost is equal to its mana cost.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>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. |
| <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>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.                                                                                                                            | <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>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.                                                                                                                            | <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>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.                                                                                                                            | <b>Kozilek's Return</b> (2)(R)<br>Instant<br>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.                                      |

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| <div> <div>Kozilek's Return</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Kozilek's Return</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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| <b>Sire of Seven Deaths</b> ⑦<br>Creature -- Eldrazi<br>Reach, first strike<br>Vigilance, menace<br>Trample, lifelink<br>Ward--Pay 7 life.<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                              | <b>Sire of Seven Deaths</b> ⑦<br>Creature -- Eldrazi<br>Reach, first strike<br>Vigilance, menace<br>Trample, lifelink<br>Ward--Pay 7 life.<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                              | <b>Sowing Mycospawn</b> ③⑥<br>Creature -- Eldrazi Fungus<br>Devoid (This card has no color.)<br>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.<br>When you cast this spell, if it was kicked, exile target land.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sowing Mycospawn</b> ③⑥<br>Creature -- Eldrazi Fungus<br>Devoid (This card has no color.)<br>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.<br>When you cast this spell, if it was kicked, exile target land.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Sowing Mycospawn</b> ③⑥<br>Creature -- Eldrazi Fungus<br>Devoid (This card has no color.)<br>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.<br>When you cast this spell, if it was kicked, exile target land.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sowing Mycospawn</b> ③⑥<br>Creature -- Eldrazi Fungus<br>Devoid (This card has no color.)<br>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.<br>When you cast this spell, if it was kicked, exile target land.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Stomping Ground</b><br>Land -- Mountain Forest<br>({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                 | <b>Stomping Ground</b><br>Land -- Mountain Forest<br>({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                 |

## Stomping Ground

Land -- Mountain Forest

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

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## Talisman of Impulse ②

Artifact

```
{T}: Add {C}.
{T}: Add {R} or {G}. This artifact
deals 1 damage to you.
```

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## Uqin's Labyrinth

Land

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

{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.

{T}: Return the exiled card to its owner's hand.

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| <div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

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Creature -- Eldrazi Drone

Devoid (This card has no color.)  
When you cast this spell, create two  
0/1 colorless Eldrazi Spawn creature  
tokens with "Sacrifice this token:  
Add {C}."  
Reach  
Whenever you sacrifice another  
Eldrazi, put a +1/+1 counter on this  
creature.

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Reach  
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creature.

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## 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.

[sidebar]

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Creature -- Human Wizard

Nonbasic lands are Mountains.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Wizard

Nonbasic lands are Mountains.

[sideboard]

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div> Magus of the Moon <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div>Nonbasic lands are Mountains.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> Soulless Jailer <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Phyrexian Golem</div> <div>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> Soulless Jailer <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Phyrexian Golem</div> <div>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> Soulless Jailer <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Phyrexian Golem</div> <div>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div> Stone Rain <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div>Destroy target land.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                 | <div> <div> Stone Rain <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div>Destroy target land.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                           | <div> <div> Stone Rain <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div>Destroy target land.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                           | <div> <div> Stone Rain <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div>Destroy target land.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                           |

Trinisphere

3

Artifact

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.)

[sideboard]

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