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| <div>Bojuka Bog</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                 | <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div>( {T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                       | <div>Commercial District</div> <div>Land -- Mountain Forest</div> <div>( {T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Devourer of Destiny 5C C</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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Devourer of Destiny 5C C</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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Devourer of Destiny 5C C</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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{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>                                                           |

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| <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{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>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{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>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.<br/>{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>Emrakul, the Promised End <sup>13</sup></div> <div>Legendary Creature -- Eldrazi</div> <div>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</div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Emrakul, the Promised End <sup>13</sup></div> <div>Legendary Creature -- Eldrazi</div> <div>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</div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Emrakul, the Promised End <sup>13</sup></div> <div>Legendary Creature -- Eldrazi</div> <div>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</div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                 |

## Forest

Basic Land -- Forest

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

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## 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

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 Command

Kindred Instant -- Eldrazi

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

Kindred Instant -- Eldrazi

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

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value X or less.
* Exile up to X target cards from
graveyards.
```

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## Kozilek's Return

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kozilek's Return

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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}."

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦

When you cast this spell, draw two cards.

Flying

Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)

Evoked {2}{U} (You may cast this spell for its evoked cost. If you do, it's sacrificed when it enters.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦

When you cast this spell, draw two cards.

Flying

Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)

Evoked {2}{U} (You may cast this spell for its evoked cost. If you do, it's sacrificed when it enters.)

4/4

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| <div><div><div><div><div><div></div><div><b>Nulldrifter</b></div><div>7</div></div></div><div><div>Creature -- Eldrazi Elemental</div><div>When you cast this spell, draw two cards.<br/>Flying<br/>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)<br/>Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div></div></div><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>            | <div><div><div><div><div></div><div><b>Sanctum of Ugin</b></div><div></div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>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.</div></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                             | <div><div><div><div><div></div><div><b>Sire of Seven Deaths</b></div><div>7</div></div></div><div><div>Creature -- Eldrazi</div><div>Reach, first strike<br/>Vigilance, menace<br/>Trample, lifelink<br/>Ward--Pay 7 life.</div></div></div><div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                              | <div><div><div><div><div></div><div><b>Sire of Seven Deaths</b></div><div>7</div></div></div><div><div>Creature -- Eldrazi</div><div>Reach, first strike<br/>Vigilance, menace<br/>Trample, lifelink<br/>Ward--Pay 7 life.</div></div></div><div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                              |
| <div><div><div><div><div></div><div><b>Sowing Mycospawn</b></div><div>36</div></div></div><div><div>Creature -- Eldrazi Fungus</div><div>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.</div></div></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><div><div></div><div><b>Sowing Mycospawn</b></div><div>36</div></div></div><div><div>Creature -- Eldrazi Fungus</div><div>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.</div></div></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><div><div></div><div><b>Sowing Mycospawn</b></div><div>36</div></div></div><div><div>Creature -- Eldrazi Fungus</div><div>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.</div></div></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><div><div></div><div><b>Sowing Mycospawn</b></div><div>36</div></div></div><div><div>Creature -- Eldrazi Fungus</div><div>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.</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>Stock Up</div><div>2U</div></div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Stock Up</div><div>2U</div></div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Stomping Ground</div></div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Talisman of Curiosity</div><div>2</div></div> <div>Artifact</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This artifact deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                             |
| <div><div>Talisman of Curiosity</div><div>2</div></div> <div>Artifact</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This artifact deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            | <div><div>Talisman of Impulse</div><div>2</div></div> <div>Artifact</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div><div>Talisman of Impulse</div><div>2</div></div> <div>Artifact</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       | <div><div>Ugin's Labyrinth</div></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> |

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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>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>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>                                                            | <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>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |

## Windswept Heath

Land

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

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## Wooded Foothills

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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## Wooded Foothills

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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## World Breaker

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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## World Breaker

6 G

Creature -- Eldrazi

Devoid (This card has no color.)  
When you cast this spell, exile  
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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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## Consign to Memory

U

Instant

**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.) Counter target triggered ability or colorless spell.

[sidebar]

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## Consign to Memory

U

Instant

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.) Counter target triggered ability or colorless spell.

[sidebar]

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### Consign to Memory

U

Instant

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.) Counter target triggered ability on colorless spell.

[sidebar]

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| <div><div><div>Consign to Memory</div><div>U</div></div><div><div>Instant</div><div>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.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dismember</div><div>1BPBP</div></div><div><div>Instant</div><div>({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div><div>Dismember</div><div>1BPBP</div></div><div><div>Instant</div><div>({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div><div>Kozilek's Return</div><div>2R</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Mystical Dispute</div><div>2U</div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div><div>Mystical Dispute</div><div>2U</div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mystical Dispute</div><div>2U</div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</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>2R</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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| <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>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>Writhing Chrysalis</div><div><div>2</div><div>R</div><div>G</div></div></div> <div><div>Creature -- Eldrazi Drone</div><div>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.</div><div>[sideboard]</div></div> <div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Writhing Chrysalis</div><div><div>2</div><div>R</div><div>G</div></div></div> <div><div>Creature -- Eldrazi Drone</div><div>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.</div><div>[sideboard]</div></div> <div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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