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| <div> <div>All Is Dust7</div> <div>Kindred Sorcery -- Eldrazi</div> <div>Each player sacrifices all permanents they control that are one or more colors.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                          | <div> <div>All Is Dust7</div> <div>Kindred Sorcery -- Eldrazi</div> <div>Each player sacrifices all permanents they control that are one or more colors.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Devourer of Destiny5CC</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 PLAYbotbox.dev</div> </div> | <div> <div>Devourer of Destiny5CC</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 PLAYbotbox.dev</div> </div> |

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| <div><div>Devourer of Destiny</div><div><div>5</div><div>C</div><div>C</div></div></div> <div>Creature -- Eldrazi</div> <div><p>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.</p><p>When you cast this spell, exile target permanent that's one or more colors.</p></div> <div><div>6/6</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Devourer of Destiny</div><div><div>5</div><div>C</div><div>C</div></div></div> <div>Creature -- Eldrazi</div> <div><p>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.</p><p>When you cast this spell, exile target permanent that's one or more colors.</p></div> <div><div>6/6</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div> <div>Instant</div> <div><p>([B/P] can be paid with either [B] or 2 life.)</p><p>Target creature gets -5/-5 until end of turn.</p></div> <div><div>6/6</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        | <div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div> <div>Instant</div> <div><p>([B/P] can be paid with either [B] or 2 life.)</p><p>Target creature gets -5/-5 until end of turn.</p></div> <div><div>6/6</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        |
| <div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div> <div>Instant</div> <div><p>([B/P] can be paid with either [B] or 2 life.)</p><p>Target creature gets -5/-5 until end of turn.</p></div> <div><div>3/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                               | <div><div>Eldrazi Linebreaker</div><div><div>1</div><div>C</div><div>R</div></div></div> <div>Creature -- Eldrazi</div> <div><p>Devoid (This card has no color.)</p><p>Trample</p><p>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.</p></div> <div><div>3/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div><div>Eldrazi Linebreaker</div><div><div>1</div><div>C</div><div>R</div></div></div> <div>Creature -- Eldrazi</div> <div><p>Devoid (This card has no color.)</p><p>Trample</p><p>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.</p></div> <div><div>3/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Eldrazi Linebreaker</div><div><div>1</div><div>C</div><div>R</div></div></div> <div>Creature -- Eldrazi</div> <div><p>Devoid (This card has no color.)</p><p>Trample</p><p>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.</p></div> <div><div>3/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Eldrazi Linebreaker</b> ①③④<br>Creature -- Eldrazi<br>Devoid (This card has no color.)<br>Trample<br>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.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Eldrazi Mimic</b> ②<br>Creature -- Eldrazi<br>Whenever another colorless creature you control enters, you may change this creature's base power and toughness to that creature's power and toughness until end of turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Eldrazi Mimic</b> ②<br>Creature -- Eldrazi<br>Whenever another colorless creature you control enters, you may change this creature's base power and toughness to that creature's power and toughness until end of turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Eldrazi Mimic</b> ②<br>Creature -- Eldrazi<br>Whenever another colorless creature you control enters, you may change this creature's base power and toughness to that creature's power and toughness until end of turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Eldrazi Mimic</b> ②<br>Creature -- Eldrazi<br>Whenever another colorless creature you control enters, you may change this creature's base power and toughness to that creature's power and toughness until end of turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                               | <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>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                       | <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>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                       | <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>2/1</div> 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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## 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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②③

Creature -- Eldrazi Drone

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

Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

2/2

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2C

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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2C

Creature -- Eldrazi Drone

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

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Creature -- Eldrazi Drone

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

Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

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① ②

Creature -- Eldrazi Drone

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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.
```

**2/2**

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| <b>It That Heralds the End ①③</b><br>Creature -- Eldrazi Drone<br>Colorless spells you cast with mana value 7 or greater cost {1} less to cast.<br>Other colorless creatures you control get +1/+1.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>It That Heralds the End ①③</b><br>Creature -- Eldrazi Drone<br>Colorless spells you cast with mana value 7 or greater cost {1} less to cast.<br>Other colorless creatures you control get +1/+1.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                               | <b>It That Heralds the End ①③</b><br>Creature -- Eldrazi Drone<br>Colorless spells you cast with mana value 7 or greater cost {1} less to cast.<br>Other colorless creatures you control get +1/+1.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                               | <b>Karplusan Forest</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                        |
| <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                       | <b>Nulldrifter ⑦</b><br>Creature -- Eldrazi Elemental<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nulldrifter ⑦</b><br>Creature -- Eldrazi Elemental<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nulldrifter ⑦</b><br>Creature -- Eldrazi Elemental<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

⑦

When you cast this spell, draw two cards.

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

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

4/4

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④ ⑤

Trample, haste

Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Trample, haste

Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Trample, haste

Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Trample, haste

Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.dev

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.

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3C

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

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| <b>Thought-Knot Seer</b> ③③<br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br>When this creature leaves the battlefield, target opponent draws a card.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thought-Knot Seer</b> ③③<br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br>When this creature leaves the battlefield, target opponent draws a card.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thought-Knot Seer</b> ③③<br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br>When this creature leaves the battlefield, target opponent draws a card.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ugin's Labyrinth</b><br>Land<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Ugin's Labyrinth</b><br>Land<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                              | <b>Ugin's Labyrinth</b><br>Land<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                              | <b>Ugin's Labyrinth</b><br>Land<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                              | <b>Unclaimed Territory</b><br>Land<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                   |

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| <div><div>Unclaimed Territory</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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Unclaimed Territory</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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Unclaimed Territory</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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Wastes</div><div>Basic Land</div><div>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                               |
| <div><div>Chalice of the Void (X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chalice of the Void (X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chalice of the Void (X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chalice of the Void (X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

②

Flash  
As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Flash  
As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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Flash  
As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
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②

Flash  
As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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©

Choose one --

- \* Counter target multicolored spell.
- \* Destroy target multicolored permanent.

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Choose one --

- \* Counter target multicolored spell.
- \* Destroy target multicolored permanent.

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Choose one --
* Counter target multicolored spell.
* Destroy target multicolored
  permanent.
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| <div><div>Soulless Jailer2</div><div>Artifact Creature -- Phyrexian Golem</div><div>Permanent cards in graveyards can't enter the battlefield.<br/>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>Soulless Jailer2</div><div>Artifact Creature -- Phyrexian Golem</div><div>Permanent cards in graveyards can't enter the battlefield.<br/>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>Soulless Jailer2</div><div>Artifact Creature -- Phyrexian Golem</div><div>Permanent cards in graveyards can't enter the battlefield.<br/>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> |  |
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