## Abstergo Entertainment

Legendary Land

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{3}, {T}, Exile Abstergo Entertainment: Return up to one target historic card from your graveyard to your hand, then exile all graveyards. (Artifacts, legendaries, and Sagas are historic.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## All Is Dust 7

Kindred Sorcery -- Eldrazi

Each player sacrifices all permanents they control that are one or more colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dismember 1BPBP

Instant

({B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

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**Playtest cards - Luo, Yutian - Eldrazi Tron (ReCQ - Modern - SCG CON Richmond - Friday - 1** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## Disruptor Flute 2

Artifact

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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## 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Emrakul, the Promised End 13

Legendary Creature -- Eldrazi

This spell costs {1} less to cast for each card type among cards in your graveyard.
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.
Flying, trample, protection from instants

**13/13**

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Flying, trample, protection from instants

**13/13**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Expedition Map (1)

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.

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## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karn, the Great Creator (4)

Legendary Planeswalker -- Karn

Activated abilities of artifacts your opponents control can't be activated.
[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.
[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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L 5

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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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## Portent of Calamity {X}{U}

Sorcery

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Talisman of Curiosity {2}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Talisman of Dominance {2}

Artifact

{T}: Add {C}.
{T}: Add {U} or {B}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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{T}: Add {C}.
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## Ugin, Eye of the Storms 7

Legendary Planeswalker -- Ugin

When you cast this spell, exile up to one target permanent that's one or more colors.
Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.
[+2]: You gain 3 life and draw a card.
[0]: Add {C}{C}{C}.
[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

L 7

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L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ugin'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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## Urza's Mine

Land -- Urza's Mine

{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land -- Urza's Mine

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Urza's Power Plant

Land -- Urza's Power-Plant

{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

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Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cityscape Leveler (8)

Artifact Creature -- Construct

Trample
When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.
Unearth {8}

[sideboard]

**8/8**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Disruptor Flute (2)

Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Engineered Explosives (X)

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ensnaring Bridge (3)

Artifact

Creatures with power greater than the number of cards in your hand can't attack.

[sideboard]

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## Extinguisher Battleship (8)

Artifact -- Spacecraft

When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each creature.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 5+.)
5+ | Flying, trample

[sideboard]

**10/10**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Golos, Tireless Pilgrim (5)

Legendary Artifact Creature -- Scout

When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle.
{2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.

[sideboard]

**3/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grafdigger's Cage (1)

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oblivion Stone (3)

Artifact

{4}, {T}: Put a fate counter on target permanent.
{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pithing Needle (1)

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Endstone (7)

Legendary Artifact

Whenever you play a land or cast a spell, draw a card.
At the beginning of your end step, your life total becomes half your starting life total, rounded up.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

## Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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## Torpor Orb {2}

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Walking Ballista {X}{X}

Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.
{4}: Put a +1/+1 counter on this creature.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

[sideboard]

**0/0**

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