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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>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>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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Devourer of Destiny(5)(C)(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 PLAYbotbox.dev</div></div> |

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①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{2}, {T}, Sacrifice this artifact:  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓧ Ⓒ Ⓒ

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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 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Kozilek's Command</b> <span>(X)(C)(C)</span> </div> <div>Kindred Instant -- Eldrazi</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li> <li>* Target player scries X, then draws a card.</li> <li>* Exile target creature with mana value X or less.</li> <li>* Exile up to X target cards from graveyards.</li> </ul> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div> <b>Kozilek's Command</b> <span>(X)(C)(C)</span> </div> <div>Kindred Instant -- Eldrazi</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li> <li>* Target player scries X, then draws a card.</li> <li>* Exile target creature with mana value X or less.</li> <li>* Exile up to X target cards from graveyards.</li> </ul> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div> <b>Kozilek's Command</b> <span>(X)(C)(C)</span> </div> <div>Kindred Instant -- Eldrazi</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li> <li>* Target player scries X, then draws a card.</li> <li>* Exile target creature with mana value X or less.</li> <li>* Exile up to X target cards from graveyards.</li> </ul> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div> <b>Mind Stone</b> <span>(2)</span> </div> <div>Artifact</div> <div> <p>{T}: Add {C}.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                            |
| <div> <b>Mind Stone</b> <span>(2)</span> </div> <div>Artifact</div> <div> <p>{T}: Add {C}.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                | <div> <b>Mind Stone</b> <span>(2)</span> </div> <div>Artifact</div> <div> <p>{T}: Add {C}.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                | <div> <b>Mind Stone</b> <span>(2)</span> </div> <div>Artifact</div> <div> <p>{T}: Add {C}.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                | <div> <b>Sire of Seven Deaths</b> <span>(7)</span> </div> <div>Creature -- Eldrazi</div> <div> <p>Reach, first strike</p> <p>Vigilance, menace</p> <p>Trample, lifelink</p> <p>Ward--Pay 7 life.</p> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    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>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>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       |
| <b>The One Ring</b> ④<br>Legendary Artifact<br>Indestructible<br>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>The One Ring</b> ④<br>Legendary Artifact<br>Indestructible<br>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>The One Ring</b> ④<br>Legendary Artifact<br>Indestructible<br>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thought-Knot Seer</b> ③ ③<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 |

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| <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{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.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{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.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{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.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>Urza's Mine</div> <div>Land -- Urza's Mine</div> <div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        |

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| <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div><div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div><div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div><div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    |

## 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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## 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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## 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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## Wastes

|            |  |
|------------|--|
| Basic Land |  |
|------------|--|

$$\{T\}: \text{Add } \{C\}.$$

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sidebar]

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## Chalice of the Void

⊗ ⊗

Artifact

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.

[sidebar]

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## 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}
```

[sidebar]

8/8

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| <div> <b>Disruptor Flute</b> <span>②</span> </div> <div>Artifact</div> <div> Flash<br/> As this artifact enters, choose a card name.<br/> Spells with the chosen name cost {3} more to cast.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Emrakul, the Promised End</b> <span>⑬</span> </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>[sideboard]</div> <div> 13/13 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Emrakul, the Promised End</b> <span>⑬</span> </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>[sideboard]</div> <div> 13/13 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Ensnaring Bridge</b> <span>③</span> </div> <div>Artifact</div> <div> Creatures with power greater than the number of cards in your hand can't attack. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                       |
| <div> <b>Liquimetal Coating</b> <span>②</span> </div> <div>Artifact</div> <div> {T}: Target permanent becomes an artifact in addition to its other types until end of turn. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                             | <div> <b>Pithing Needle</b> <span>①</span> </div> <div>Artifact</div> <div> As this artifact enters, choose a card name.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                    | <div> <b>Sundering Titan</b> <span>⑧</span> </div> <div>Artifact Creature -- Golem</div> <div> When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands. </div> <div>[sideboard]</div> <div> 7/10 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                 | <div> <b>The One Ring</b> <span>④</span> </div> <div>Legendary Artifact</div> <div> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <div>Tormod's Crypt</div> <div>0</div> </div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Trinisphere</div> <div>3</div> </div> <div>Artifact</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Walking Ballista</div> <div>X X</div> </div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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